

Duration (in seconds)	Respondent	age	level	environment
Duration (in seconds)	Response ID	What is your age?	Please rate your audio engineering level:	Listening Environment
<p>Please conduct the experiment in a quiet listening space with good speakers and headphones.</p>				
<p>It will be helpful to describe your listening environment below. This is optional.</p>				
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c	R_PwxDG3QSGF4DymZ	25-34	Hobbyist	Regular Office
1441	R_1M4XfpoqHCUqyS	35-44	Hobbyist	A pair of Yamaha HS8M monitors in home studio
471	R_SneJWcfJfk0AMoN	18-24	Hobbyist	Bedroom
2945	R_28sEfFKLuJ5h	25-34	Hobbyist	home studio with acoustic treatment, nearly square room shape. With Adam a7x monitors.
1768	R_32kCXWVGLcoRz	25-34	Hobbyist	
1095	R_9Xic6hitAX5ue1	18-24	Hobbyist	Stereo Monitor
1760	R_1fxUZdueukLF3F	25-34	Hobbyist	Consumer Headphones (Bose Qc)
1183	R_1qWlZhglyMrUxbJ	18-24	Hobbyist	ATH-M50x
1558	R_2wt7Qgelz8Pjab9	18-24	Hobbyist	
1566	R_3NFkwMOyAqkC7Y	18-24	Hobbyist	Airpods Pro, quiet area
1387	R_dthb81Zcs4Ozk	35-44	Hobbyist	headphones
2566	R_1Hk7k77C4d7qJ1	18-24	Hobbyist	
70066	R_1DGzLKnNqreZS	18-24	Hobbyist	
3586	R_2E76XaWhnHvtzJ	18-24	Hobbyist	I am using Bose noise cancelling headphones (Quiet Comfort 35). I am in a medium sized bedroom with the door shut.
1264	R_6S8PPbx3CcpBrrfP	18-24	Professional	Bose QC 35 2 headphone
3662	R_vdfcoXGmUQ49c9	18-24	Professional	Genelec 2.1 monitoring system + Antelope AMARI ADDA
1386	R_2Cj0sjLehbR4K	25-34	Professional	ath m50
1320	R_ITVX0vYekirzMgZ	25-34	Professional	headphone
1168	R_3nkDEkb3N2DPu	25-34	Professional	
1565	R_10Dfwblz04Yzy!	25-34	Professional	
559	R_3MSUdWNnaMvnAx8f	25-34	Professional	
1930	R_31yhSa757TPKgKg	25-34	Professional	Sennheiser hd 25 ii
2766	R_3ER5bCmZ3ipIwlL	55-64	Professional	full room treatment, 70% distributor, 30% observer, 4 corner bass trap, bridge meter listen spot.
1057	R_2ciHMgs7ZoiFv43	25-34	Professional	In my apartment with nobody around
2258	R_3gMaGWeLOcrhQ50	25-34	Unexperienced	Work cubicle
1346	R_3ndq5YepewW0te	25-34	Unexperienced	home
2640	R_2YJvPbRlsSkx3bC	35-44	Unexperienced	car
1675	R_2EFOnoKvy59Kb9E	25-34	Unexperienced	
1484	R_1KkC5kXtZu9y	35-44	Unexperienced	bedroom
847	R_2bTqeCauky1ESO	25-34	Unexperienced	ok





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Good	Good	Very Good	Very Good	Very Good	Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Fair	Poor	Fair	Good
Poor	Fair	Fair	Fair	Fair	Very Poor	Poor	Good	Good	Good	Very Good	Good	Fair	Fair	Fair	Poor
Poor	Poor	Fair	Good	Good	Good	Fair	Fair	Poor	Poor	Poor	Poor	Fair	Poor	Fair	Fair
Poor	Poor	Fair	Fair	Fair	Fair	Fair	Good	Good	Good	Good	Good	Poor	Poor	Poor	Poor
Poor	Poor	Fair	Fair	Fair	Fair	Fair	Good	Good	Good	Good	Good	Fair	Poor	Fair	Poor
Very Good	Good	Good	Poor	Very Poor	Very Good	Fair	Very Good	Very Good	Fair	Very Good	Very Good	Fair	Poor	Fair	Poor
0	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0
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3_5	4_1	4_2	4_3	4_4	4_5	1_1	1_2	1_3	1_4	1_5	2_1	2_2	2_3	2_4	2_5
Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall
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Poor	Poor	Fair	Fair	Poor	Very Poor	Poor	Poor	Poor	Poor						
Very Good	Very Good	Good	Fair	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Good	Fair	Very Good	Very Good	Very Poor
Fair	Fair	Fair	Poor	Poor	Fair	Fair	Fair	Poor	Fair	Fair	Fair	Poor	Poor	Poor	Poor
Poor	Poor	Very Poor	Fair	Very Poor	Poor	Poor	Fair	Fair	Poor	Fair	Poor	Fair	Poor	Poor	Poor
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Fair	Good	Good	Poor	Good	Good	Good	Fair	Good	Good	Good	Good	Fair	Fair	Fair	Fair
Fair	Fair	Poor	Fair	Poor	Fair	Fair	Fair	Poor	Fair	Fair	Very Poor	Poor	Poor	Poor	Poor
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Fair	Fair	Fair	Good	Poor	Fair	Good	Fair	Good	Good	Fair	Poor	Very Poor	Fair	Poor	Poor
Poor	Fair	Fair	Poor	Fair	Poor	Good	Good	Good	Good	Good	Fair	Poor	Very Poor	Fair	Poor
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Poor	Fair	Very Poor	Fair	Very Poor	Very Poor	Good	Good	Good	Good	Good	Fair	Very Poor	Good	Very Poor	Poor
Fair	Good	Poor	Fair	Poor	Fair	Good	Good	Good	Good	Good	Fair	Poor	Fair	Very Poor	Fair
Poor	Fair	Very Poor	Fair	Very Poor	Very Poor	Fair	Poor	Fair	Fair	Fair	Fair	Poor	Very Poor	Poor	Poor
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Very Poor	Very Poor	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Good	Very Poor	Very Good						
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Poor	Fair	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Poor						
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Fair	Good	Good	Fair	Fair	Good	Fair	Poor	Good	Fair	Fair	Fair	Poor	Poor	Poor	Poor
Fair	Good	Fair	Good	Fair	Good	Very Good	Very Good	Very Good	Very Good	Very Good	Poor	Poor	Poor	Fair	Poor
Fair	Good	Fair	Poor	Poor	Fair	Fair	Poor	Good	Fair	Very Good	Poor	Poor	Poor	Poor	Poor
Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Good	Poor	Poor	Poor	Poor	Poor				
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1_2	1_3	1_4	1_5	2_1	2_2	2_3	2_4	2_5	3_1	3_2	3_3	3_4	3_5	4_1	
EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	
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Very Good	Very Good	Very Poor	Very Poor	Very Poor	Very Poor	Very Good	Good	Poor	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Poor	
Poor	Fair														
Poor	Fair	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Fair	
Fair	Poor	Very Poor	Poor	Fair	Fair	Poor	Poor	Fair	Fair	Poor	Poor	Poor	Fair	Poor	
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Fair	Poor	Fair	Poor	Poor	Good	Poor	Poor	Fair	Fair	Poor	Good	Poor	Fair	Very Poor	
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Very Poor	Fair	Fair	Very Poor	Fair	Fair	Poor	Fair	Poor	Fair	Fair	Fair	Fair	Fair	Poor	
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14	14	14	14	14	14	14	14	14	14	14	14	14	14	14	
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Poor	Poor	Poor	Very Poor	Fair	Poor	Fair	Poor	Fair	Fair	Poor	Fair	Fair	Fair	Fair	
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Fair	Fair	Fair	Poor	Poor	Poor	Fair	Fair	Fair	Poor	Poor	Poor	Fair	Fair	Fair	
Very Poor															
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Very Good	Very Poor	Very Good	Very Good	Very Poor	Very Poor	Very Poor									
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Poor	Poor	Fair	Poor	Poor	Poor	Poor	Very Poor	Poor	Poor	Fair	Good	Fair	Fair	Fair	
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4_2	4_3	4_4	4_5	1_1	1_2	1_3	1_4	1_5	2_1	2_2	2_3	2_4	2_5	3_1
EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance
<b>deep</b> <b>deep</b> <b>deep</b> <b>deep</b> <b>rule</b> <b>rule</b> <b>rule</b> <b>rule</b> <b>human</b> <b>human</b> <b>human</b> <b>human</b> <b>human</b> <b>deep</b>														
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Fair	Poor	Poor	Fair	Fair	Fair	Fair	Fair	Fair	Poor	Fair	Fair	Fair	Fair	Fair
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Very Good	Very Poor	Very Good	Very Poor	Poor	Very Poor	Poor	Poor	Very Poor	Very Poor	Poor	Very Poor	Good	Poor	Very Poor
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Very Poor	Poor	Very Poor	Poor	Fair	Fair	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Fair
Poor	Poor	Poor	Poor	Good	Good	Very Good	Good	Good	Fair	Fair	Fair	Fair	Fair	Poor
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Fair	Fair	Good	Fair	Good	Good	Fair	Fair	Good	Fair	Good	Good	Good	Good	Fair
Poor	Good	Poor	Fair	Good	Fair	Good	Fair	Good	Fair	Good	Good	Good	Good	Poor
Fair	Very Poor	Fair	Poor	Fair	Poor	Fair								
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14	14	14	14	14	14	14	14	14	14	14	14	14	14	14
Poor	Fair	Poor	Poor	Fair	Poor	Fair	Poor	Poor	Fair	Poor	Fair	Poor	Good	
Fair	Good	Poor	Fair	Good	Good	Good	Fair	Good	Good	Fair	Fair	Fair	Fair	
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Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Good	Good	Good	Good	
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0	1	0	0	2	3	5	0	4	5	1	3	2	3	3
1	1	1	0	1	1	0	1	0	2	2	2	1	2	0
10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Good	Poor	Poor	Fair	Poor	Good	Good	Fair	Fair	Good	Good	Good	Very Good	Good	Good
Good	Fair	Poor	Fair	Good	Good	Good	Fair	Good	Very Good	Very Good	Very Good	Very Good	Very Good	Good
Poor	Poor	Fair	Fair	Poor	Poor	Fair	Poor	Poor	Fair	Good	Poor	Fair	Fair	Poor
Poor	Poor	Poor	Poor	Fair	Fair	Fair	Fair	Fair	Good	Good	Good	Good	Good	Poor
Poor	Poor	Poor	Poor	Fair	Fair	Fair	Fair	Fair	Fair	Poor	Poor	Fair	Fair	
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2	0	0	1	1	2	3	0	2	2	4	2	2	2	3
0	0	0	0	1	1	0	0	0	1	1	1	2	2	0

3_2	3_3	3_4	3_5	4_1	4_2	4_3	4_4	4_5	1_1	1_2	1_3	1_4	1_5	2_1
EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance
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Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
Very Poor	Very Poor	Very Poor	Very Poor	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Good
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Fair	Fair	Fair	Fair	Poor	Fair	Fair	Fair	Fair	Poor	Poor	Fair	Fair	Poor	Fair
Fair	Fair	Good	Good	Fair	Fair	Fair	Poor	Fair	Poor	Poor	Fair	Poor	Very Poor	Fair
Very Good	Good	Good	Good	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Fair
Fair	Poor	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor
Very Poor	Very Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor	Poor	Very Poor	Poor	Very Poor	Good
Poor	Fair	Fair	Fair	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor
Good	Good	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Good	Good	Very Good	Very Good	Good
Fair	Fair	Poor	Fair	Fair	Poor	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Fair
Very Good	Good	Fair	Fair	Poor	Very Good	Good	Poor	Poor	Poor	Fair	Good	Good	Fair	Very Good
Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Very Poor	Poor	Poor	Fair	Fair	Fair	Fair
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1	1	2	1	6	6	4	9	10	9	7	5	6	7	
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14	14	14	14	14	14	14	14	14	14	14	14	14	14	
Good	Good	Fair	Good	Poor	Very Poor	Fair	Poor	Poor	Good	Poor	Good	Good	Good	Fair
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0	1	1	1	1	2	0	4	0	4	3	4	3	4	4
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10	10	10	10	10	10	10	10	10	10	10	10	10	10	
Very Good	Fair	Good	Good	Fair	Fair	Good	Good	Good	Fair	Poor	Poor	Very Poor	Poor	Fair
Very Good	Very Good	Very Good	Very Good	Fair	Good	Poor	Fair	Fair	Poor	Poor	Very Poor	Poor	Fair	Fair
Poor	Poor	Fair	Poor	Very Poor	Very Poor	Poor	Very Poor	Very Poor	Good	Fair	Fair	Fair	Fair	Poor
Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Good	Good	Good	Good	Good	Poor
Good	Fair	Fair	Fair	Fair	Good	Good	Good	Good	Good	Good	Good	Good	Good	Poor
Good	Fair	Good	Good	Good	Fair	Good	Very Good	Good	Fair	Good	Fair	Good	Good	Fair
0	0	0	0	2	2	1	2	0	0	1	1	1	1	0
2	2	1	2	0	0	2	0	0	1	2	1	1	1	1
0	3	2	1	2	2	0	1	1	2	1	2	1	2	2
2	0	2	2	2	2	3	2	3	3	3	2	3	3	3
2	1	1	1	0	0	0	1	0	0	0	0	0	0	0

2_2	2_3	2_4	2_5	3_1	3_2	3_3	3_4	3_5	4_1	4_2	4_3	4_4	4_5	1_1
EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance
<b>deep</b> <b>deep</b> <b>deep</b> <b>deep</b> <b>random</b> <b>random</b> <b>random</b> <b>random</b> <b>rule</b> <b>rule</b> <b>rule</b> <b>rule</b> <b>rule</b> <b>rule</b> <b>deep</b>														
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Poor	Poor	Poor	Poor	Very Poor	Poor	Poor	Poor	Poor	Very Poor	Poor	Poor	Poor	Poor	Poor
Poor	Poor	Poor	Poor	Poor	Fair	Fair	Poor	Poor	Fair	Fair	Poor	Fair	Poor	Poor
Very Good	Very Poor	Very Poor	Fair	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Poor	Very Poor				
Poor	Poor	Poor	Poor	Poor	Poor	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Fair	Poor
Fair	Fair	Very Poor	Poor	Very Poor	Fair	Fair	Very Poor	Very Poor	Poor	Poor	Fair	Very Poor	Poor	Fair
Poor	Fair	Very Poor	Poor	Poor	Fair	Fair	Poor	Poor	Poor	Poor	Fair	Very Poor	Poor	Poor
Fair	Poor	Poor	Poor	Very Poor	Fair	Fair	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Fair
Very Poor	Very Poor	Very Poor	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor
Fair	Fair	Poor	Fair	Good	Fair	Good	Good	Good	Fair	Fair	Fair	Fair	Fair	Good
Very Poor	Very Poor	Poor	Poor	Very Poor	Poor	Poor	Fair	Poor	Poor	Poor	Very Poor	Poor	Poor	Fair
Fair	Good	Good	Fair	Poor	Very Poor	Fair	Good	Fair	Very Poor	Poor	Fair	Fair	Poor	Good
Poor	Fair	Poor	Poor	Good	Fair	Poor	Very Poor	Fair	Poor	Fair	Poor	Poor	Poor	Good
Poor	Good	Poor	Poor	Very Poor	Poor	Good	Fair	Poor	Poor	Poor	Fair	Fair	Poor	Good
Fair	Very Poor	Fair	Poor	Fair	Fair	Poor	Poor	Poor	Poor	Fair	Fair	Poor	Poor	Fair
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0	2	1	0	2	0	2	2	1	0	0	0	0	0	4
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14	14	14	14	14	14	14	14	14	14	14	14	14	14	14
Poor	Fair	Poor	Fair	Very Poor	Very Poor	Poor	Very Poor	Very Poor	Fair	Poor	Good	Poor	Fair	Fair
Fair	Fair	Poor	Poor	Very Poor	Poor	Poor	Very Poor	Very Poor	Poor	Fair	Poor	Poor	Poor	Fair
Fair	Fair	Very Poor	Poor	Poor	Fair	Fair	Poor	Poor	Fair	Fair	Very Poor	Poor	Good	Fair
Good	Good	Good	Good	Fair	Good	Good	Good	Good	Fair	Good	Good	Good	Good	Good
Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Fair
Poor	Poor	Very Poor	Very Poor	Very Poor	Fair	Fair	Poor	Poor	Fair	Fair	Poor	Very Poor	Very Poor	Fair
Very Poor	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Poor	Very Good	Very Poor
Poor	Poor	Fair	Fair	Poor	Very Good	Poor	Very Poor	Fair	Fair	Fair	Poor	Good	Poor	Fair
Poor	Poor	Very Poor	Very Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Poor
Poor	Poor	Poor	Poor	Fair	Very Poor	Poor	Very Poor	Poor	Poor	Poor	Fair	Poor	Poor	Poor
2	1	5	3	6	3	2	5	5	0	1	1	5	2	1
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1	1	1	1	0	1	1	1	0	1	2	2	1	2	2
0	1	0	1	0	2	0	1	0	1	0	1	0	1	0
10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Poor	Very Poor	Very Poor	Very Poor	Fair	Good	Good	Fair	Fair	Fair	Poor	Fair	Poor	Poor	Good
Fair	Good	Fair	Fair	Poor	Good	Good	Fair	Very Good						
Poor	Fair	Very Poor	Poor	Fair	Fair	Poor	Fair	Fair	Good	Poor	Poor	Poor	Poor	Poor
Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Fair	Fair	Fair	Fair	Fair	Fair
Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Good	Fair	Good	Good	Good	Fair
Fair	Good	Good	Poor	Very Good	Good	Very Good	Good	Good	Good	Poor	Fair	Very Good	Good	Good
0	1	2	1	1	1	1	1	1	0	0	0	0	0	0
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2	1	1	1	2	1	0	2	3	3	4	3	2	2	2
0	2	1	0	0	3	2	2	1	3	0	1	1	1	2
0	0	0	0	1	0	1	0	0	0	0	0	0	1	1



4.2	4.3	4.4	4.5	1.1	1.2	1.3	1.4	1.5	2.1	2.2	2.3	2.4	2.5	3.1
EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance
<hr/>														
human	human	human	human	random	random	random	random	random	rule	rule	rule	rule	rule	human
(*ImportId*:QID120_2)	(*ImportId*:QID120_3)	(*ImportId*:QID120_4)	(*ImportId*:QID120_5)	(*ImportId*:QID121_1)	(*ImportId*:QID121_2)	(*ImportId*:QID121_3)	(*ImportId*:QID121_4)	(*ImportId*:QID121_5)	(*ImportId*:QID122_1)	(*ImportId*:QID122_2)	(*ImportId*:QID122_3)	(*ImportId*:QID122_4)	(*ImportId*:QID122_5)	(*ImportId*:QID123_1)
Very Good	Good	Good	Very Good	Good	Good	Fair	Good							
Good	Good	Good	Good	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Good
Fair	Very Poor	Fair	Very Good	Very Poor	Very Good	Very Poor								
Fair	Fair	Fair	Fair	Poor	Poor	Fair	Poor	Good						
Fair	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Poor	Fair
Good	Fair	Good	Good	Poor	Fair	Poor	Poor	Poor	Poor	Fair	Fair	Fair	Fair	Fair
Good	Good	Good	Very Good	Good	Fair	Fair	Poor	Fair						
Fair	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Poor	Very Poor	Poor	Very Poor	Very Poor	Very Poor	Poor
Poor	Poor	Good	Fair	Good	Good	Good	Good	Good	Poor	Poor	Poor	Poor	Poor	Very Poor
Good	Fair	Good	Good	Poor	Poor	Poor	Poor	Fair	Poor	Fair	Fair	Fair	Fair	Fair
Good	Very Good	Very Good	Good	Fair	Fair	Fair	Fair	Poor	Fair	Fair	Fair	Fair	Fair	Fair
Very Good	Good	Very Good	Very Good	Fair	Poor	Fair								
Very Good	Good	Very Good	Very Good	Good	Fair	Good	Fair	Good	Poor	Poor	Fair	Fair	Poor	Fair
Good	Good	Good	Fair	Poor	Poor	Fair	Poor	Fair	Very Poor	Fair	Fair	Poor	Poor	Fair
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6	6	7	5	5	2	2	1	3	0	0	0	0	0	3
3	1	3	5	0	0	0	0	0	1	1	1	1	1	0
14	14	14	14	14	14	14	14	14	14	14	14	14	14	14
Very Good	Good	Good	Very Good	Fair	Poor	Fair	Poor	Poor	Fair	Very Poor	Fair	Fair	Poor	Fair
Good	Good	Good	Good	Fair	Poor	Fair	Poor	Poor	Fair	Poor	Poor	Poor	Fair	Fair
Fair	Fair	Good	Good	Fair	Poor	Fair	Very Poor	Poor	Poor	Fair	Very Poor	Poor	Poor	Poor
Good	Good	Very Good	Good	Good	Fair	Good	Fair	Good	Fair	Very Good	Very Good	Good	Good	Fair
Good	Good	Very Good	Very Good	Poor	Fair	Poor	Poor	Fair	Very Poor	Fair				
Good	Fair	Poor	Fair	Poor	Fair	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Fair
Very Good	Very Poor	Very Good												
Very Good	Very Good	Very Good	Very Good	Good	Fair	Poor	Good	Good	Poor	Good	Fair	Very Poor	Poor	Good
Good	Good	Fair	Fair	Good	Poor	Fair	Poor	Fair	Poor	Fair	Fair	Poor	Poor	Fair
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1	2	1	2	3	3	6	0	4	3	2	4	1	1	7
6	6	4	4	4	1	0	2	2	0	1	0	1	1	1
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Very Good	Very Good	Very Good	Very Good	Good	Fair	Fair	Poor	Fair	Poor	Fair	Poor	Poor	Poor	Fair
Good	Good	Good	Good	Very Good	Very Good	Very Good	Poor	Good	Good	Fair	Fair	Fair	Fair	Fair
Fair	Poor	Poor	Fair	Poor	Fair	Very Poor	Fair	Poor	Fair	Good	Fair	Poor	Fair	Fair
Very Good	Fair	Fair	Fair	Fair	Very Poor	Good								
Good	Good	Good	Good	Fair	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Fair
Poor	Fair	Good	Very Good	Fair	Fair	Fair	Good	Fair	Fair	Fair	Fair	Fair	Fair	Good
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1	1	0	1	3	5	4	3	4	1	2	3	3	2	4
2	2	3	2	1	0	0	1	1	1	1	1	0	0	2
2	2	2	3	1	1	1	0	0	0	0	0	0	0	0

3_2	3_3	3_4	3_5	4_1	4_2	4_3	4_4	4_5	1_1	1_2	1_3	1_4	1_5	2_1
EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance
human	human	human	human	deep	deep	deep	deep	rule	rule	rule	rule	rule	rule	human
(*ImportId*:QID123_2*)	(*ImportId*:QID123_3*)	(*ImportId*:QID123_4*)	(*ImportId*:QID123_5*)	(*ImportId*:QID124_1*)	(*ImportId*:QID124_2*)	(*ImportId*:QID124_3*)	(*ImportId*:QID124_4*)	(*ImportId*:QID124_5*)	(*ImportId*:QID125_1*)	(*ImportId*:QID125_2*)	(*ImportId*:QID125_3*)	(*ImportId*:QID125_4*)	(*ImportId*:QID125_5*)	(*ImportId*:QID126_1*)
Good	Good	Good	Good	Very Good	Very Good	Very Good	Very Good	Good	Good	Good	Good	Good	Good	Good
Good	Fair	Good	Good	Poor	Fair									
Very Poor	Very Poor	Very Poor	Very Poor	Very Good	Very Good	Very Good	Very Good	Fair						
Good	Fair	Good	Good	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Fair
Poor	Fair	Poor	Poor	Fair	Poor	Fair	Poor	Fair	Fair	Fair	Poor	Poor	Poor	Fair
Poor	Fair	Fair	Good	Fair	Poor	Poor	Fair	Good	Good	Good	Good	Very Good	Good	Fair
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Very Poor	Poor	Very Poor	Very Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Very Poor	Poor	Poor	Fair
Very Poor	Very Poor	Fair	Poor	Fair	Poor	Fair	Fair	Good	Good	Good	Good	Good	Fair	Fair
Poor	Poor	Fair	Poor	Fair	Very Poor	Fair	Poor	Fair	Fair	Fair	Poor	Fair	Fair	Fair
Poor	Fair	Fair	Poor	Poor	Fair	Fair	Poor	Fair	Poor	Good	Good	Good	Good	Very Good
Good	Fair	Good	Fair	Poor	Fair	Fair	Fair	Fair						
Fair	Fair	Good	Fair	Fair	Poor	Fair	Good	Fair	Fair	Good	Fair	Good	Fair	Good
Fair	Fair	Fair	Fair	Fair	Poor	Fair	Poor	Poor	Poor	Fair	Fair	Poor	Good	Fair
3	2	2	2	0	1	0	0	0	0	0	1	0	0	0
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2	8	6	5	9	3	6	6	6	7	5	6	3	5	8
4	2	5	4	0	1	1	1	0	4	5	4	5	3	5
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14	14	14	14	14	14	14	14	14	14	14	14	14	14	14
Fair	Fair	Fair	Fair	Fair	Poor	Fair	Poor	Poor	Very Good	Very Good	Very Good	Good	Very Good	Very Good
Fair	Good	Good	Good	Good	Poor	Good	Poor	Fair	Good	Good	Good	Fair	Good	Very Good
Poor	Fair	Fair	Fair	Poor	Poor	Fair	Poor	Poor	Fair	Poor	Fair	Very Poor	Poor	Fair
Very Good	Good	Very Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good
Very Poor	Fair	Fair	Fair	Poor	Fair	Poor	Fair	Poor	Poor	Poor	Very Poor	Poor	Poor	Poor
Fair	Poor	Fair	Poor	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Very Poor	Poor	Very Poor	Fair
Very Poor	Very Good	Very Poor	Very Poor	Very Good	Very Poor	Very Good	Very Poor	Very Good						
Good	Very Good	Poor	Fair	Very Good	Very Good	Poor	Poor	Fair	Good	Poor	Fair	Good	Poor	Fair
Fair	Fair	Fair	Good	Fair	Poor	Fair	Poor	Fair	Poor	Poor	Very Poor	Poor	Poor	Fair
Fair	Fair	Good	Fair	Poor	Very Poor	Poor	Fair	Poor	Poor	Poor	Fair	Poor	Poor	Fair
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5	5	5	5	3	1	3	2	3	2	0	4	2	0	5
1	2	2	2	3	2	1	1	1	3	2	2	3	2	1
1	2	1	1	1	2	0	1	0	1	2	1	1	1	3
10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Good	Fair	Good	Good	Good	Poor	Poor	Fair	Fair	Good	Good	Fair	Poor	Fair	Good
Fair	Poor	Good	Fair	Good										
Fair	Fair	Fair	Fair	Good	Fair	Poor	Fair	Good	Fair	Poor	Fair	Fair	Fair	Fair
Good	Good	Good	Good	Poor	Poor	Poor	Poor	Poor	Fair	Fair	Fair	Fair	Fair	Good
Fair	Fair	Poor	Fair	Poor	Fair	Fair	Fair	Fair						
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0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
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3	3	1	3	0	2	2	1	2	3	3	3	3	5	1
2	1	3	3	3	1	1	2	1	3	3	1	2	1	4
0	1	1	0	0	0	0	0	1	0	0	0	0	0	0

2_2	2_3	2_4	2_5	3_1	3_2	3_3	3_4	3_5	4_1	4_2	4_3	4_4	4_5	1_1
EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance
<b>human</b>														
(*ImportId*:QID126_2*)	(*ImportId*:QID126_3*)	(*ImportId*:QID126_4*)	(*ImportId*:QID126_5*)	(*ImportId*:QID127_1*)	(*ImportId*:QID127_2*)	(*ImportId*:QID127_3*)	(*ImportId*:QID127_4*)	(*ImportId*:QID128_1*)	(*ImportId*:QID128_2*)	(*ImportId*:QID128_3*)	(*ImportId*:QID128_4*)	(*ImportId*:QID128_5*)	(*ImportId*:QID129_1*)	
Good	Fair	Good	Good	Fair	Good	Good	Good	Fair	Poor	Fair	Poor	Fair	Fair	Good
Good	Good	Good	Good	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Good
Fair	Fair	Fair	Fair	Fair	Fair	Poor	Fair	Very Poor						
Fair	Fair	Poor	Poor	Fair	Very Poor	Poor	Fair							
Good	Good	Poor	Good	Fair	Good	Fair	Poor	Fair	Fair	Fair	Fair	Very Poor	Poor	Fair
Good	Good	Good	Very Good	Fair	Fair	Good	Poor	Fair	Good	Good	Good	Very Poor	Poor	Good
Poor	Very Poor	Fair	Poor	Very Poor	Very Poor	Fair								
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Good	Fair	Good	Fair	Good	Fair	Poor	Fair	Poor	Fair	Fair	Fair	Very Poor	Poor	Poor
Good	Good	Good	Good	Fair	Good	Good	Fair	Fair	Good	Good	Good	Poor	Good	Fair
Fair	Fair	Good	Fair	Fair	Poor	Fair	Poor	Poor	Poor	Fair	Fair	Very Poor	Poor	Fair
Very Good	Good	Good	Good	Good	Poor	Good	Fair	Fair	Good	Fair	Fair	Very Poor	Poor	Fair
Good	Fair	Good	Good	Fair	Fair	Poor	Fair	Fair	Fair	Fair	Fair	Very Poor	Poor	Fair
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2	1	2	2	2	6	3	7	4	4	6	2	2	9	1
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14	14	14	14	14	14	14	14	14	14	14	14	14	14	14
<b>human</b>														
Very Good	Very Good	Very Good	Very Good	Fair	Poor	Fair	Poor	Poor	Fair	Fair	Fair	Very Poor	Poor	Good
Very Good	Good	Good	Very Good	Fair	Fair	Fair	Poor	Fair	Poor	Poor	Poor	Fair	Poor	Good
Fair	Fair	Fair	Fair	Fair	Poor	Fair	Poor	Poor	Fair	Poor	Poor	Very Poor	Very Poor	Fair
Good	Good	Very Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Very Good	Good	Good
Fair	Poor	Poor	Poor	Very Poor	Very Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor	Good
Good	Poor	Fair	Fair	Fair	Very Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor	Poor
Very Poor	Very Good	Very Good	Very Poor	Good	Fair	Very Good	Very Good	Very Poor						
Fair	Good	Fair	Fair	Fair	Very Poor	Poor	Poor	Very Good	Good	Fair	Fair	Very Poor	Poor	Fair
Fair	Fair	Poor	Fair	Fair	Very Poor	Very Poor	Very Poor	Very Poor	Fair	Very Poor	Very Poor	Very Poor	Very Poor	Fair
Fair	Fair	Fair	Fair	Poor	Very Poor	Very Poor	Poor	Poor	Fair	Very Poor	Very Poor	Very Poor	Very Poor	Fair
1	0	1	0	2	5	3	3	2	2	5	3	7	4	1
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5	3	4	5	6	1	3	0	1	5	1	5	1	0	4
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10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
<b>human</b>														
Good	Fair	Poor	Fair	Poor	Good	Good	Poor	Fair	Fair	Good	Fair	Good	Fair	Good
Good	Fair	Fair	Fair	Fair	Fair	Fair	Poor	Fair	Poor	Good	Very Poor	Poor	Very Good	
Fair	Poor	Poor	Fair	Fair	Fair	Poor	Poor	Fair	Fair	Fair	Very Poor	Very Poor	Poor	
Good	Good	Good	Good	Poor	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Good	
Good	Good	Good	Good	Poor	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Poor	Poor	
Fair	Good	Very Good	Fair	Poor	Fair	Good	Very Good	Good	Fair	Poor	Good	Very Good	Very Good	
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2	2	1	4	2	3	1	0	3	3	1	2	0	1	2
4	3	2	2	0	1	2	0	1	0	1	2	1	0	1
0	0	1	0	0	0	0	1	0	0	0	0	1	1	2

1_2	1_3	1_4	1_5	2_1	2_2	2_3	2_4	2_5	3_1	3_2	3_3	3_4	3_5	4_1
EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance
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Good	Fair	Fair	Fair	Fair	Good	Fair	Fair	Fair	Very Poor	Poor	Poor	Poor	Poor	Good
Fair	Fair	Fair	Fair	Fair	Poor	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor
Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor
Poor	Fair	Poor	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Fair
Fair	Fair	Good	Good	Fair	Poor	Fair	Poor	Poor	Fair	Poor	Good	Very Poor	Poor	Poor
Fair	Fair	Fair	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Good	Very Poor	Poor	Poor
Poor	Good	Poor	Fair	Fair	Poor	Fair	Fair	Fair	Poor	Poor	Fair	Very Poor	Poor	Fair
Poor	Poor	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Fair
Good	Good	Good	Good	Poor	Fair	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Poor	Poor	Fair
Fair	Fair	Good	Fair	Poor	Poor	Fair	Poor	Poor	Very Poor	Very Poor	Very Poor	Poor	Poor	Poor
Good	Good	Good	Good	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Poor
Fair	Fair	Good	Fair	Fair	Poor	Fair	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Fair
Poor	Good	Fair	Fair	Fair	Poor	Good	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor
Very Poor	Fair	Fair	Poor	Fair	Poor	Poor	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Poor
2	1	1	1	1	1	1	1	1	5	5	3	10	6	2
4	1	3	2	3	8	4	7	9	6	7	5	3	8	5
5	8	5	8	9	5	8	6	4	3	1	5	1	0	6
3	4	5	3	1	0	1	0	0	0	1	1	0	0	1
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14	14	14	14	14	14	14	14	14	14	14	14	14	14	14
<small>(*ImportId*:QID129_2*) (*ImportId*:QID129_3*) (*ImportId*:QID129_4*) (*ImportId*:QID129_5*) (*ImportId*:QID130_1*) (*ImportId*:QID130_2*) (*ImportId*:QID130_3*) (*ImportId*:QID130_4*) (*ImportId*:QID130_5*) (*ImportId*:QID131_1*) (*ImportId*:QID131_2*) (*ImportId*:QID131_3*) (*ImportId*:QID131_4*) (*ImportId*:QID131_5*) (*ImportId*:QID132_1*)</small>														
Fair	Good	Fair	Fair	Good	Poor	Fair	Poor	Fair	Poor	Very Poor	Fair	Very Poor	Very Poor	Fair
Fair	Good	Fair	Good	Good	Poor	Fair	Poor	Fair	Poor	Fair	Poor	Very Poor	Poor	Fair
Very Poor	Fair	Fair	Poor	Fair	Very Poor	Fair	Very Poor	Very Poor	Poor	Poor	Fair	Very Poor	Poor	Poor
Fair	Very Good	Good	Good	Good	Fair	Very Good	Good	Good	Fair	Fair	Fair	Fair	Fair	Fair
Good	Good	Fair	Good	Fair	Poor	Fair	Fair	Fair	Very Poor	Very Poor	Very Poor	Poor	Very Poor	Fair
Fair	Poor	Very Poor	Poor	Fair	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Poor	Very Poor	Poor
Poor	Fair	Good	Very Good	Very Good	Good	Fair	Poor	Very Poor	Very Poor	Poor	Fair	Good	Very Good	Fair
Good	Poor	Fair	Fair	Fair	Good	Poor	Good	Fair	Fair	Poor	Fair	Very Poor	Poor	Fair
Very Poor	Very Poor	Poor	Very Poor	Fair	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Fair	Very Poor	Very Poor	Fair
Poor	Poor	Poor	Poor	Fair	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor
2	1	1	1	0	2	1	2	3	5	4	3	7	7	0
2	3	2	3	0	5	3	5	2	3	3	1	1	1	3
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Good	Fair	Poor	Fair	Good	Good	Fair	Poor	Fair	Good	Poor	Poor	Good	Poor	Good
Very Good	Very Good	Poor	Fair	Good	Good	Fair	Good	Fair	Poor	Poor	Poor	Poor	Poor	Fair
Fair	Poor	Fair	Fair	Fair	Poor	Fair	Poor	Fair	Fair	Fair	Very Poor	Very Poor	Very Poor	Fair
Very Good	Very Good	Very Good	Very Good	Very Good	Good	Good	Good	Good	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor
Fair	Fair	Fair	Fair	Fair	Poor	Poor	Fair	Poor	Fair	Poor	Very Poor	Poor	Poor	Poor
Good	Good	Good	Good	Very Good	Very Good	Good	Very Good	Good	Poor	Poor	Fair	Fair	Good	Poor
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0	1	2	0	1	2	0	3	0	3	3	2	3	3	3
2	2	2	4	1	0	3	1	3	1	1	2	1	0	2
2	1	1	1	3	3	3	1	3	1	0	0	1	1	1
2	2	1	1	1	1	0	1	0	0	0	0	0	0	0

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rule	rule	rule	rule	deep	deep	deep	deep	deep	random	random	random	random	random	rule
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Good	Good	Good	Good	Fair	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor
Poor	Fair	Fair	Poor	Poor	Poor	Fair	Fair	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Poor
Very Poor														
Poor	Fair	Poor	Very Poor	Very Poor	Fair									
Poor	Fair	Very Poor	Poor	Fair	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Fair
Poor	Fair	Poor	Poor	Good	Poor	Fair	Poor	Fair	Fair	Very Poor	Poor	Very Poor	Very Poor	Good
Poor	Good	Fair	Fair	Poor	Poor	Fair	Poor	Poor	Very Poor	Very Poor	Fair	Very Poor	Very Poor	Poor
Poor	Poor	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor
Fair	Fair	Fair	Good	Fair	Fair	Fair	Fair	Fair	Fair	Very Poor	Very Poor	Very Poor	Very Poor	Poor
Very Poor	Poor	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor
Poor	Fair	Good	Fair	Poor	Fair	Fair	Fair	Fair	Very Poor	Very Poor	Poor	Very Poor	Poor	Poor
Poor	Fair	Poor	Poor	Fair	Poor	Fair	Poor	Fair	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Fair
Poor	Fair	Fair	Poor	Poor	Poor	Good	Poor	Poor	Poor	Very Poor	Poor	Very Poor	Very Poor	Poor
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Poor	Fair	Poor	Poor	Poor	Poor	Poor	Poor							
Poor	Fair	Poor	Poor	Poor	Poor	Poor	Fair							
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10	2	4	8	7	10	3	7	7	6	5	6	1	2	7
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14	14	14	14	14	14	14	14	14	14	14	14	14	14	14
Poor	Fair	Poor	Poor	Good	Fair	Fair	Fair	Fair	Very Poor	Fair				
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Poor	Fair	Very Poor	Very Poor	Fair	Poor	Fair	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor
Fair	Fair	Fair	Fair	Good	Good	Good	Good	Good	Fair	Fair	Poor	Fair	Fair	Fair
Poor	Poor	Poor	Poor	Poor	Very Poor	Very Poor	Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor
Fair	Poor	Very Poor	Poor	Fair	Poor	Fair	Poor							
Good	Fair	Poor	Very Poor	Very Good	Very Poor	Very Poor	Very Good	Very Poor	Very Good	Very Poor				
Good	Very Good	Very Good	Good	Good	Fair	Very Poor	Fair	Fair	Poor	Poor	Very Poor	Very Poor	Good	Very Poor
Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Fair						
Very Poor	Very Poor	Very Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Fair
1	2	3	3	0	2	3	1	3	6	6	9	8	9	2
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2	0	0	1	1	4	1	2	1	1	0	0	0	0	1
0	1	1	0	1	1	0	1	0	0	1	0	1	0	0
10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
Fair	Fair	Poor	Fair	Good	Fair	Good	Good	Very Poor	Poor	Fair	Poor	Fair	Fair	Good
Fair	Fair	Fair	Fair	Good	Good	Fair	Fair	Fair	Very Poor	Fair				
Fair	Poor	Poor	Poor	Good	Poor	Good	Poor	Poor	Very Poor	Poor	Poor	Poor	Poor	Fair
Poor	Poor	Poor	Poor	Good	Good	Good	Good	Good	Poor	Poor	Poor	Poor	Poor	Very Poor
Fair	Fair	Poor	Good	Fair	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Good
0	0	0	0	0	0	0	0	0	1	1	2	1	1	1
2	3	5	3	0	2	2	2	1	4	2	3	5	2	0
4	3	1	2	1	1	3	2	3	0	2	2	0	2	3
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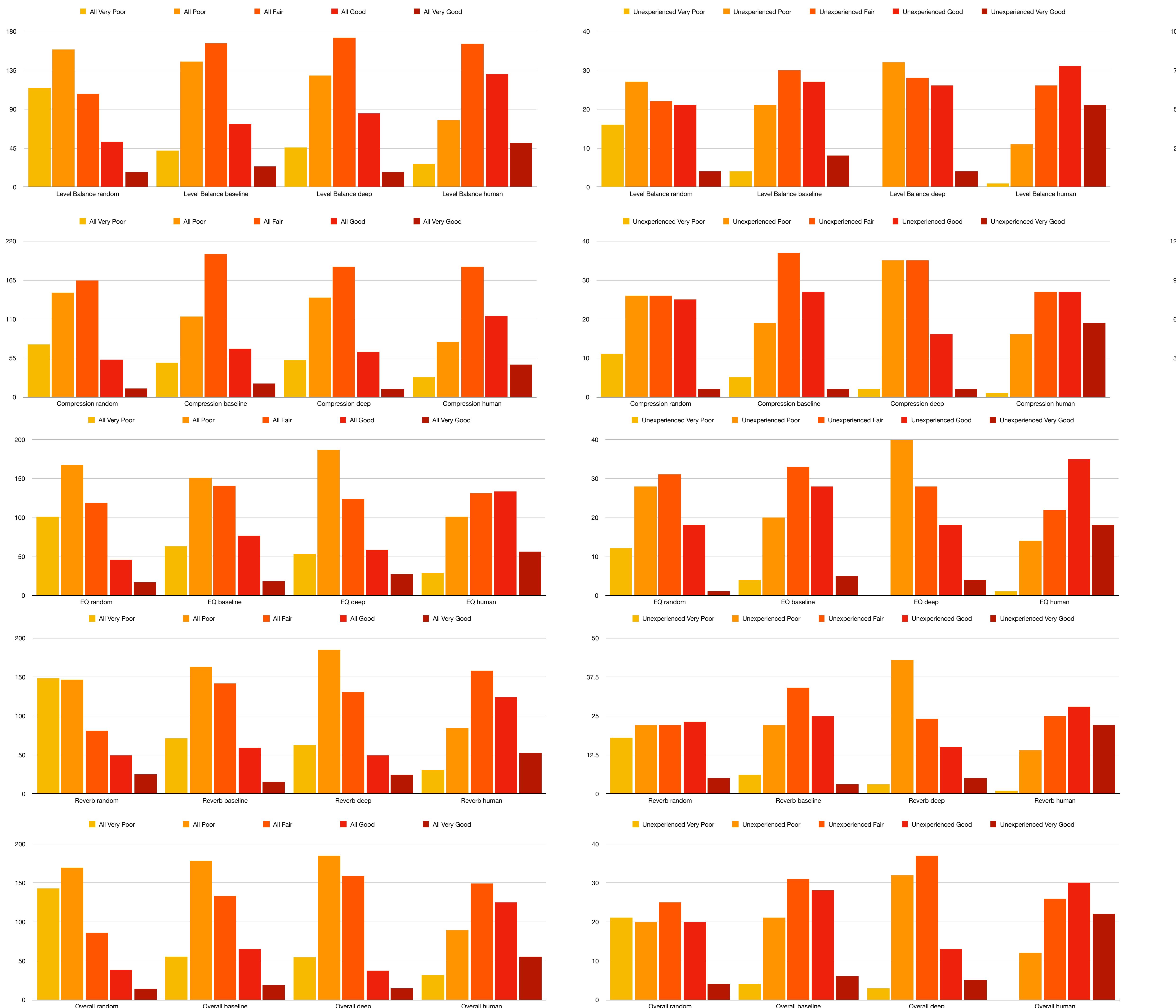
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Fair	Fair	Poor	Poor	Very Poor	Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
Poor	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
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Good	Good	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair																	
Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
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Poor	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
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7	3	10	6	5	3	2	2	2	2	2	2	2	2	2	2	2	2	2																	
3	9	3	5	4	7	7	5	5	6																										
2	1	0	1	4	3	4	5	5	2																										
0	0	0	0	0	0	0	0	0	1																										
14	14	14	14	14	14	14	14	14	14																										
Fair	Fair	Fair	Fair	Good	Good	Good	Good	Good	Good	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair																	
Good	Good	Fair	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good																	
Very Poor	Poor	Very Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair																	
Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good																	
Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair																	
Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair																	
Very Good	Very Poor	Very Poor	Very Good	Very Good	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair																						
Good	Poor	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
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2	2	2	2	2	5	1	5	1	5	5	5	5	5	4	4	4	4	4																	
3	2	2	2	2	3	6	2	3	2	3	3	3	3	4	4	4	4	4																	
1	0	0	0	1	1	0	1	0	1	0	1	0	1	0	1	0	1	0																	
10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10																	
Good	Good	Poor	Good	Good	Very Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good																	
Good	Good	Good	Good	Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good	Very Good																	
Poor	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor	Poor																	
Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Very Poor	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair																	
Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good	Good																	
Good	Fair	Good	Good	Very Good	Fair	Poor	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair	Fair																	
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1	0	1	1	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0																	
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4	3	3	3	3	1	2	1	1	1	2	1	1	1	1	1	1	1	1																	
0	0	0	0	1	1	2	1	1	1	2	1	2																							

	rule	rule	rule	rule	rule	Level Balance	EQ	Compression	Reverb	Overall	rule	rule	rule	rule	rule	rule	human	human	human	human	human	deep	deep	deep	deep	overall	Level Balance	EQ	Compression	Reverb	Overall	random	Overall								
hobbyist	19	26	17	20	20	13	12	16	12	16	22	20	24	20	13	46	39	25	65	55	72	83	59	91	97	45	50	35	43	49	54	93	60	91	98	83	93	82	86	106	
hobbyist	83	67	106	78	67	77	70	97	69	74	97	62	96	74	80	57	58	80	40	37	31	30	23	18	21	60	56	51	69	55	30	24	26	19	12	17	14	17	14	7	
hobbyist	5	4	5	3	5	15	22	11	17	16	7	11	4	6	7	7	6	6	5	5	5	4	3	2	1	1	1	1	0	0	0	2	3	3	16	12	11	18	21		
Professik	19	33	26	45	31	13	16	11	18	16	24	33	26	39	38	52	50	38	65	67	52	48	35	50	60	21	37	27	27	28	43	54	45	51	55	49	46	39	39	43	
Professik	53	41	59	30	35	62	39	60	64	49	48	34	53	32	42	29	30	58	19	24	15	19	18	16	16	39	42	36	27	40	29	17	21	15	12	14	14	11	12	11	
Professik	11	9	12	9	8	15	16	16	14	17	6	12	5	13	3	6	10	4	15	5	5	4	3	2	1	1	1	1	0	0	0	2	3	3	16	12	11	18	21		
Unexper	4	4	5	6	4	1	1	1	1	0	0	0	0	2	3	3	16	12	11	18	21	21	20	19	22	21	11	14	16	14	12	32	40	35	43	32	27	28	26	22	20
Unexper	30	33	37	34	31	26	22	27	25	26	28	28	35	24	37	22	31	26	22	25	27	28	25	28	28	31	35	27	28	32	30	29	30	24	37	22	31	26	22	25	
Unexper	27	28	27	25	28	31	35	27	28	30	26	18	16	15	13	21	18	25	23	20	8	5	2	3	6	21	18	19	22	22	4	4	2	5	5	4	1	2	5	4	

		016
		{"ImportId": "QID24_TEXT"} this is a great project :) The survey is way too long. People may quit in the middle.
		your mix tracks are shit, please learn some pro mixing!
		keep on fighting
		Overall acceptable in pop, rock, and simple folk songs, but still a big difference to human mix Appreciate you are doing this Amazing Job! And Good Luck! good job
		find some good quality backing , tune the vocal , will be helpful for the test , maybe helpful for the AI too. The quality of the singing sometimes distracted me a bit, otherwise it's a good and interesting study! Thanks
		come on Mike

Table 1

		Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall
		random	random	random	random	Overall	baseline	baseline	baseline	baseline	Overall	deep	deep	deep	deep	Overall
Professional	Very Poor	52	50	38	65	67	19	33	26	45	31	24	33	26	39	38
Professional	Poor	49	46	39	39	43	52	48	35	50	60	43	54	45	51	55
Professional	Fair	29	30	56	19	24	53	41	59	30	35	48	34	53	32	42
Professional	Good	14	14	11	12	11	15	19	18	16	16	29	17	21	15	12
Professional	Very Good	6	10	4	15	5	11	9	12	9	8	6	12	5	13	3
hobbyist	Very Poor	46	39	25	65	55	19	26	17	20	20	22	20	24	20	13
hobbyist	Poor	83	93	82	86	106	72	83	59	91	97	54	93	60	91	98
hobbyist	Fair	57	58	80	40	37	83	67	106	78	67	97	62	96	74	80
hobbyist	Good	17	14	17	14	7	31	30	23	18	21	30	24	26	19	12
hobbyist	Very Good	7	6	6	5	5	5	4	5	3	5	7	11	4	6	7
Unexperienced	Very Poor	16	12	11	18	21	4	4	5	6	4	0	0	2	3	3
Unexperienced	Poor	27	28	26	22	20	21	20	19	22	21	32	40	35	43	32
Unexperienced	Fair	22	31	26	22	25	30	33	37	34	31	28	28	35	24	37
Unexperienced	Good	21	18	25	23	20	27	28	27	25	28	26	18	16	15	13
Unexperienced	Very Good	4	1	2	5	4	8	5	2	3	6	4	4	2	5	5
All	Very Poor	114	101	74	148	143	42	63	48	71	55	46	53	52	62	54
All	Poor	159	167	147	147	169	145	151	113	163	178	129	187	140	185	77
All	Fair	108	119	164	81	86	166	141	202	142	133	173	124	184	130	159
All	Good	52	46	53	49	38	73	77	68	59	65	85	59	63	49	37
All	Very Good	17	17	12	25	14	24	18	19	15	19	17	27	11	24	15
experienced	Very Poor	98	89	63	130	122	38	59	43	65	51	46	53	50	59	51
experienced	Poor	132	139	121	125	149	124	131	94	141	157	97	147	105	142	153
experienced	Fair	86	88	138	59	61	136	108	165	108	102	145	96	149	106	122
experienced	Good	31	28	28	26	18	46	49	41	34	37	59	41	47	34	24
experienced	Very Good	13	16	10	20	10	16	13	17	12	13	13	23	9	19	10



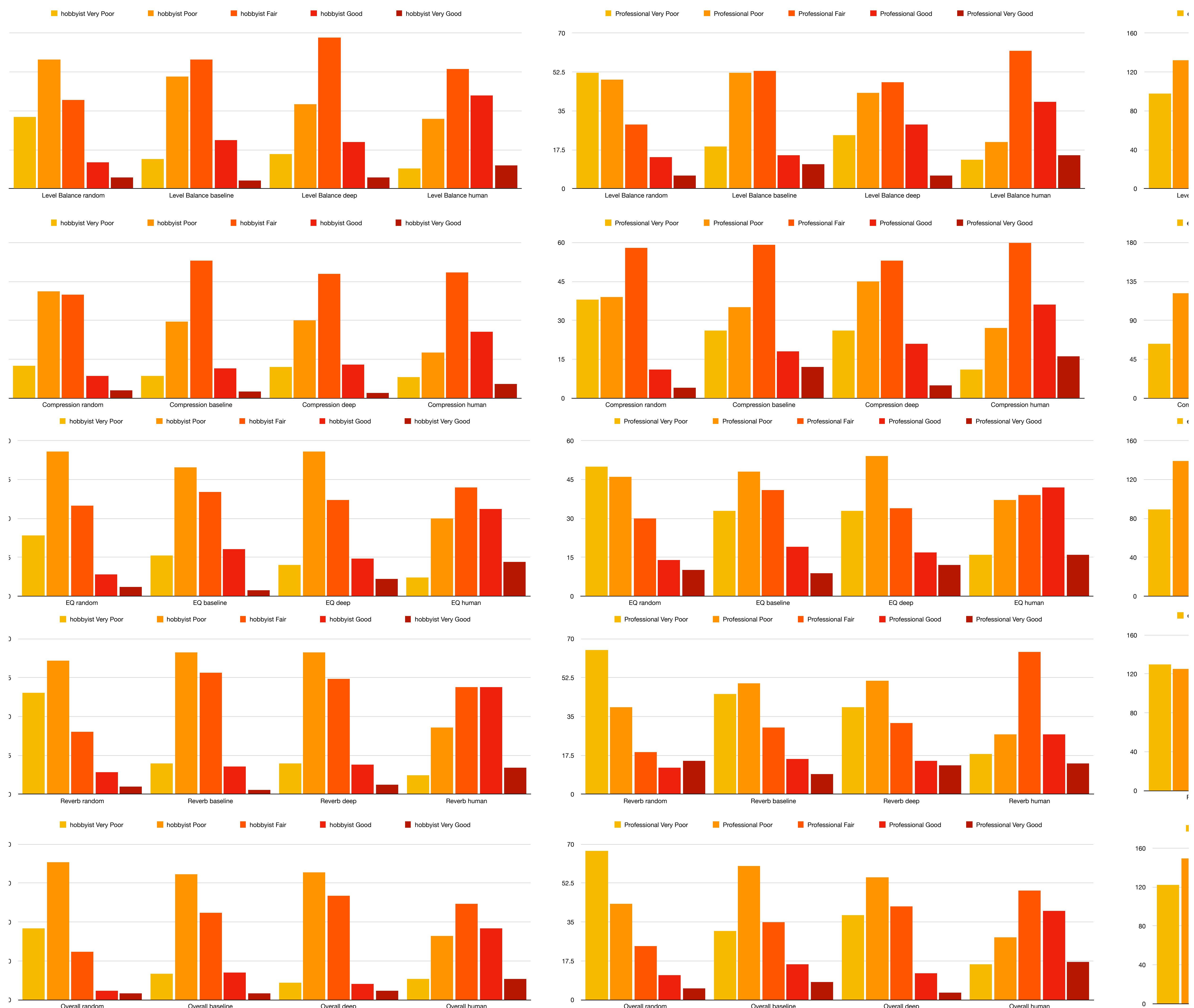
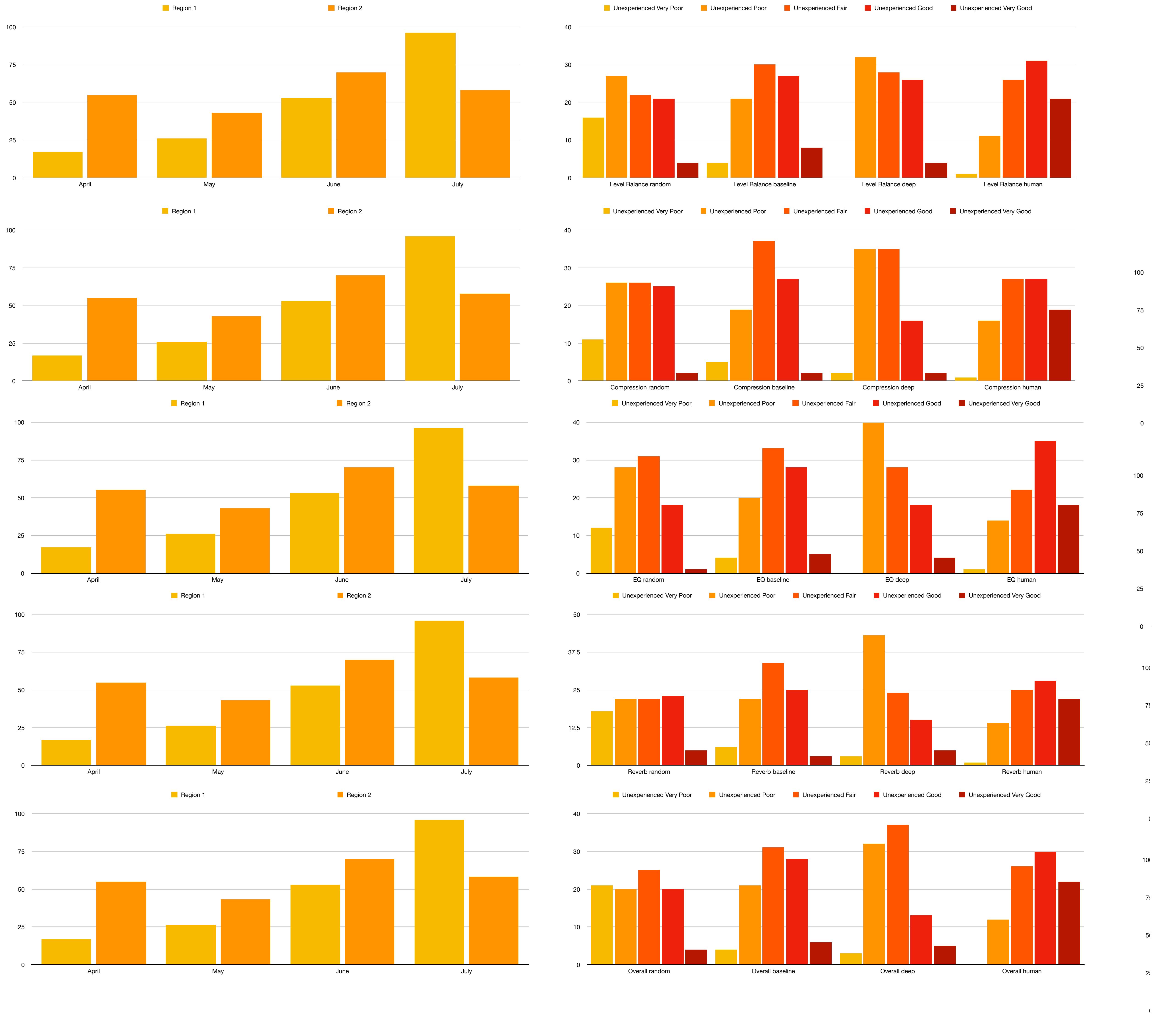




Table 1

		Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall
		random	random	random	random	random	baseline	baseline	baseline	baseline	baseline	deep	deep	deep	deep	deep
Unexperienced	Very Poor	16	12	11	18	21	4	4	5	6	4	0	0	2	3	3
Unexperienced	Poor	27	28	26	22	20	21	20	19	22	21	32	40	35	43	32
Unexperienced	Fair	22	31	26	22	25	30	33	37	34	31	28	28	35	24	37
Unexperienced	Good	21	18	25	23	20	27	28	27	25	28	26	18	16	15	13
Unexperienced	Very Good	4	1	2	5	4	8	5	2	3	6	4	4	2	5	5



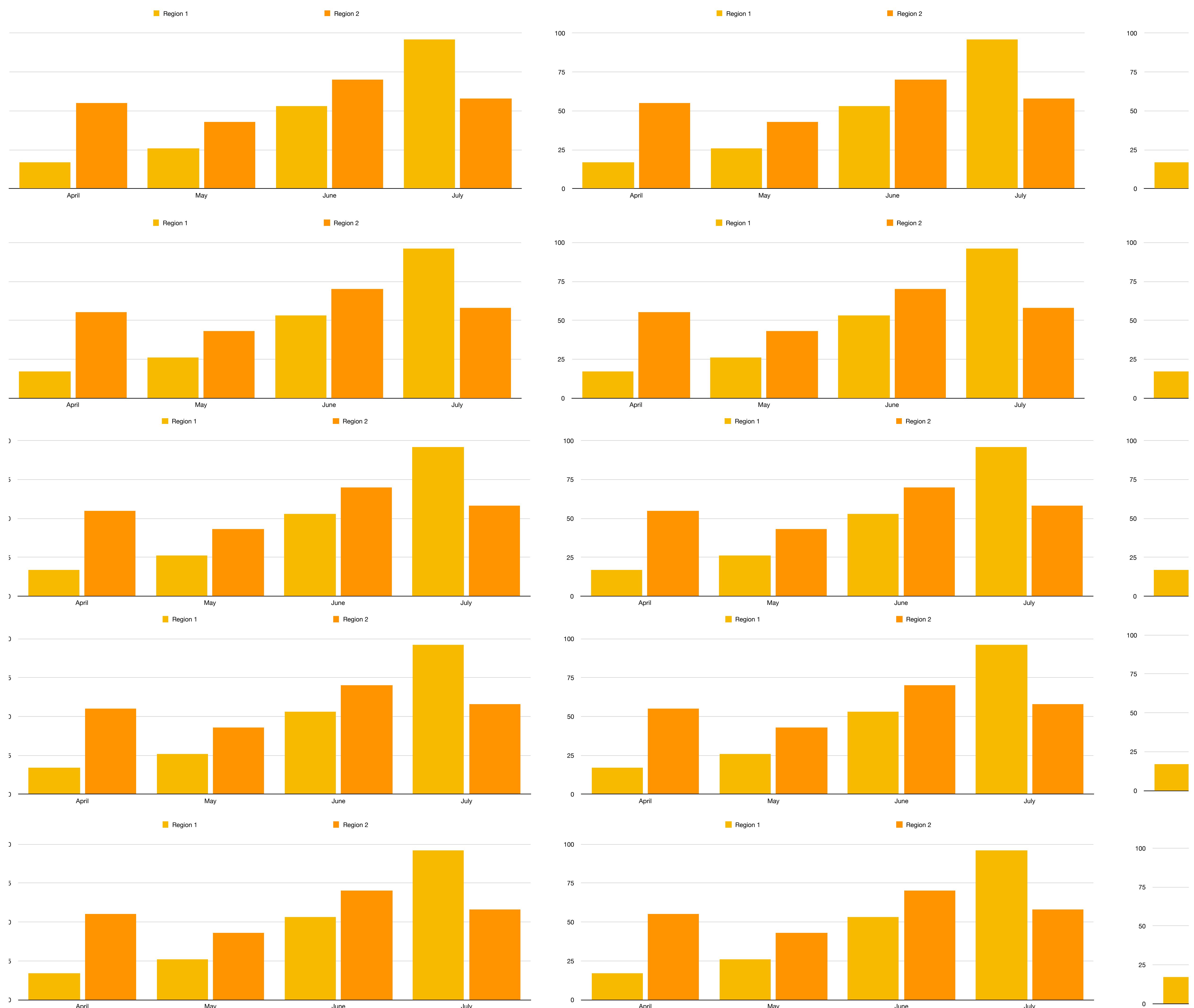
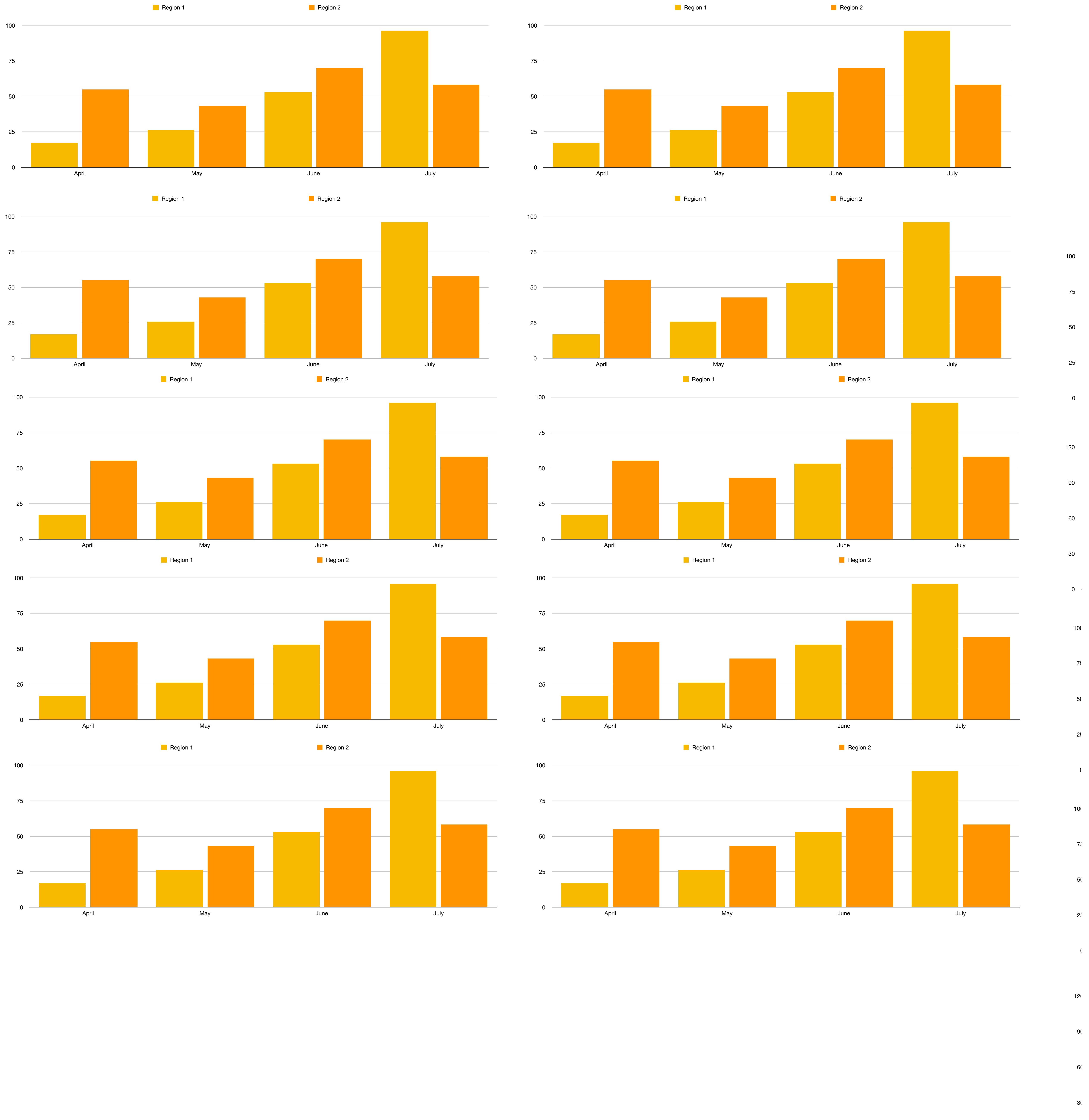




Table 1

		Level	Balance	EQ	Compression	Reverb	Overall	Level	Balance	EQ	Compression	Reverb	Overall	Level	Balance	EQ	Compression	Reverb	Overall		
		random	random	random	random	random	random	baseline	baseline	baseline	baseline	baseline	baseline	deep	deep	deep	deep	deep	deep		
hobbyist	Very Poor	46	39	25	65	55	19	26	17	20	20	20	22	20	24	20	13	12	16		
hobbyist	Poor	83	93	82	86	106	72	83	59	91	97	54	93	60	91	98	45	50	35	43	49
hobbyist	Fair	57	58	80	40	37	83	67	106	78	67	97	62	96	74	80	77	70	97	69	74
hobbyist	Good	17	14	17	14	7	31	30	23	18	21	30	24	26	19	12	60	56	51	69	55
hobbyist	Very Good	7	6	6	5	5	5	4	5	3	5	7	11	4	6	7	15	22	11	17	16



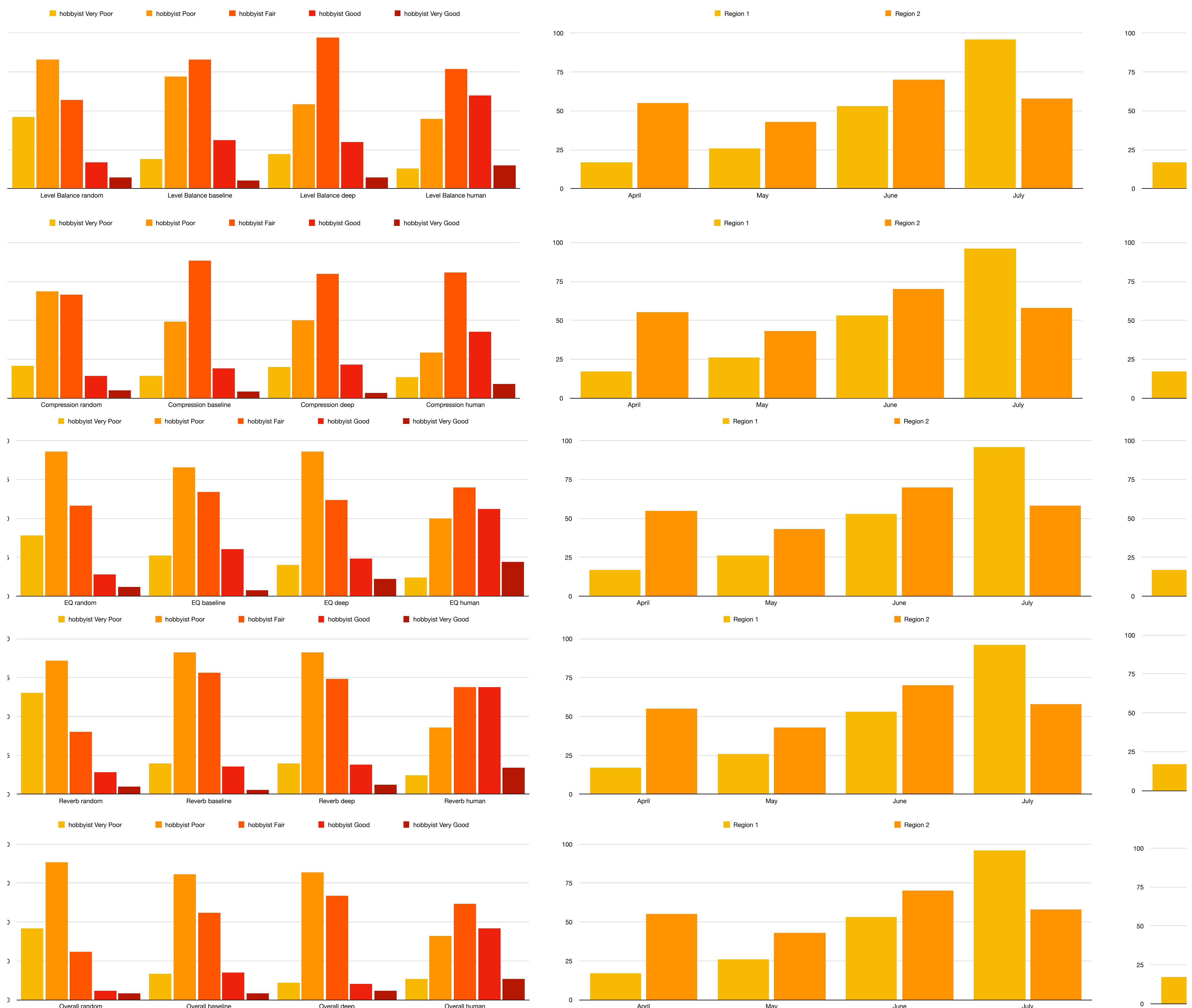
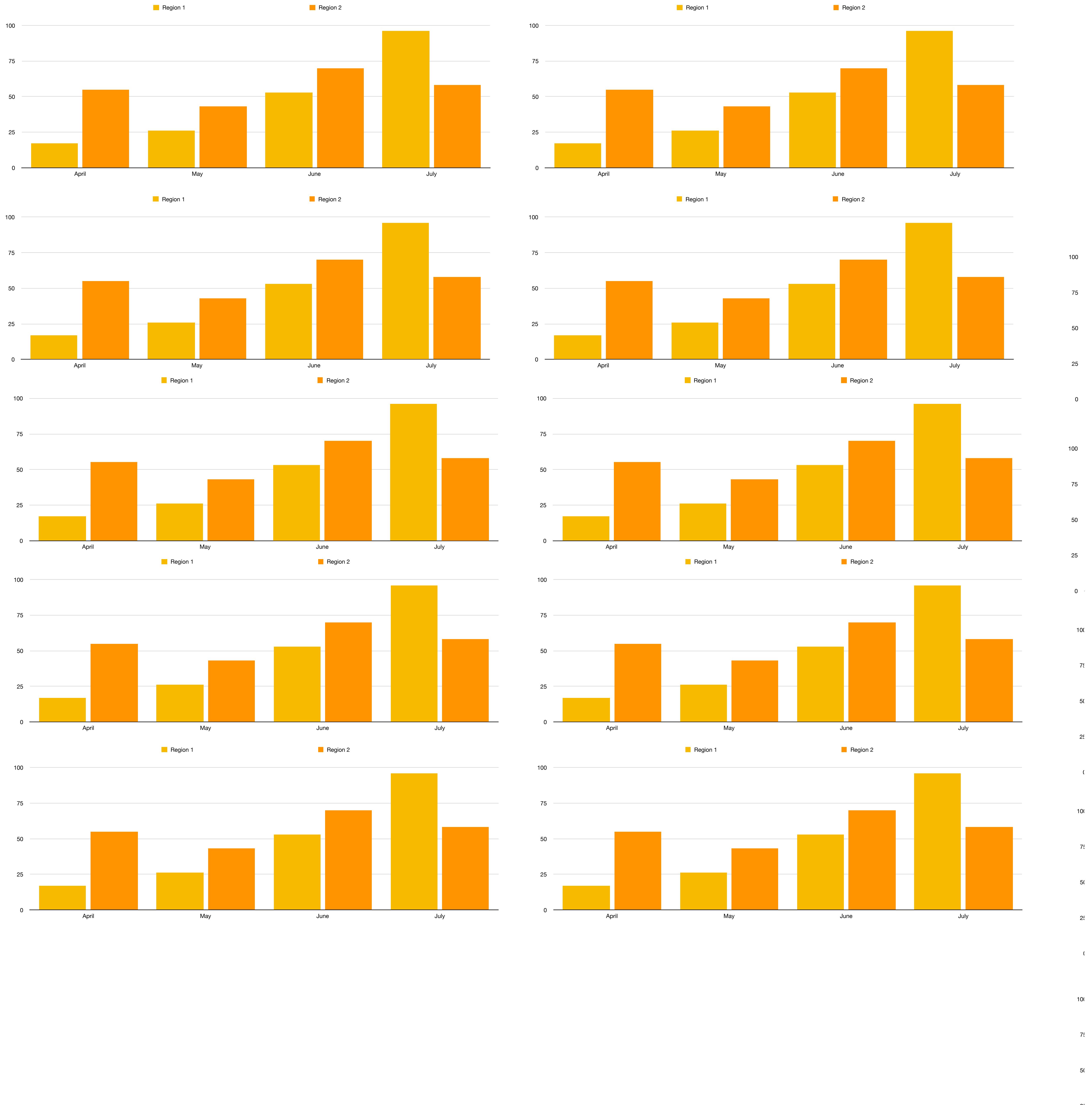




Table 1

		Level	Balance	EQ	Compression	Reverb	Overall	Level	Balance	EQ	Compression	Reverb	Overall	Level	Balance	EQ	Compression	Reverb	Overall	
Professional		random	random	random	random	random	random	baseline	baseline	baseline	baseline	baseline	baseline	deep	deep	deep	deep	deep	deep	
	Very Poor	52	50	38	65	67	19	33	26	45	31	24	33	26	39	38	13	16	11	18
Professional	Poor	49	46	39	39	43	52	48	35	50	60	43	54	45	51	55	21	37	27	27
Professional	Fair	29	30	56	19	24	53	41	59	30	35	48	34	53	32	42	62	39	60	64
Professional	Good	14	14	11	12	11	15	19	18	16	16	29	17	21	15	12	39	42	36	40
Professional	Very Good	6	10	4	15	5	11	9	12	9	8	6	12	5	13	3	15	16	16	14



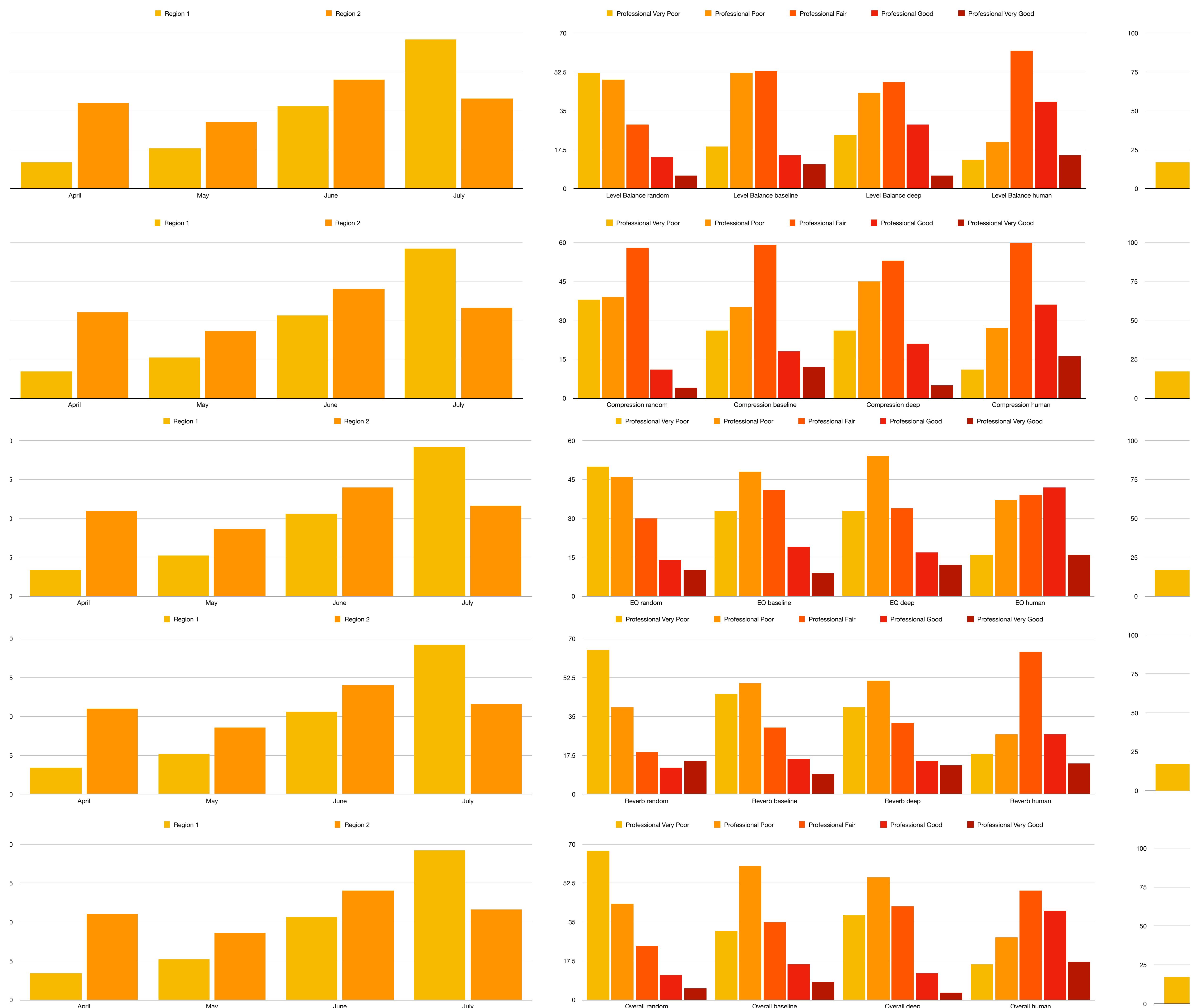
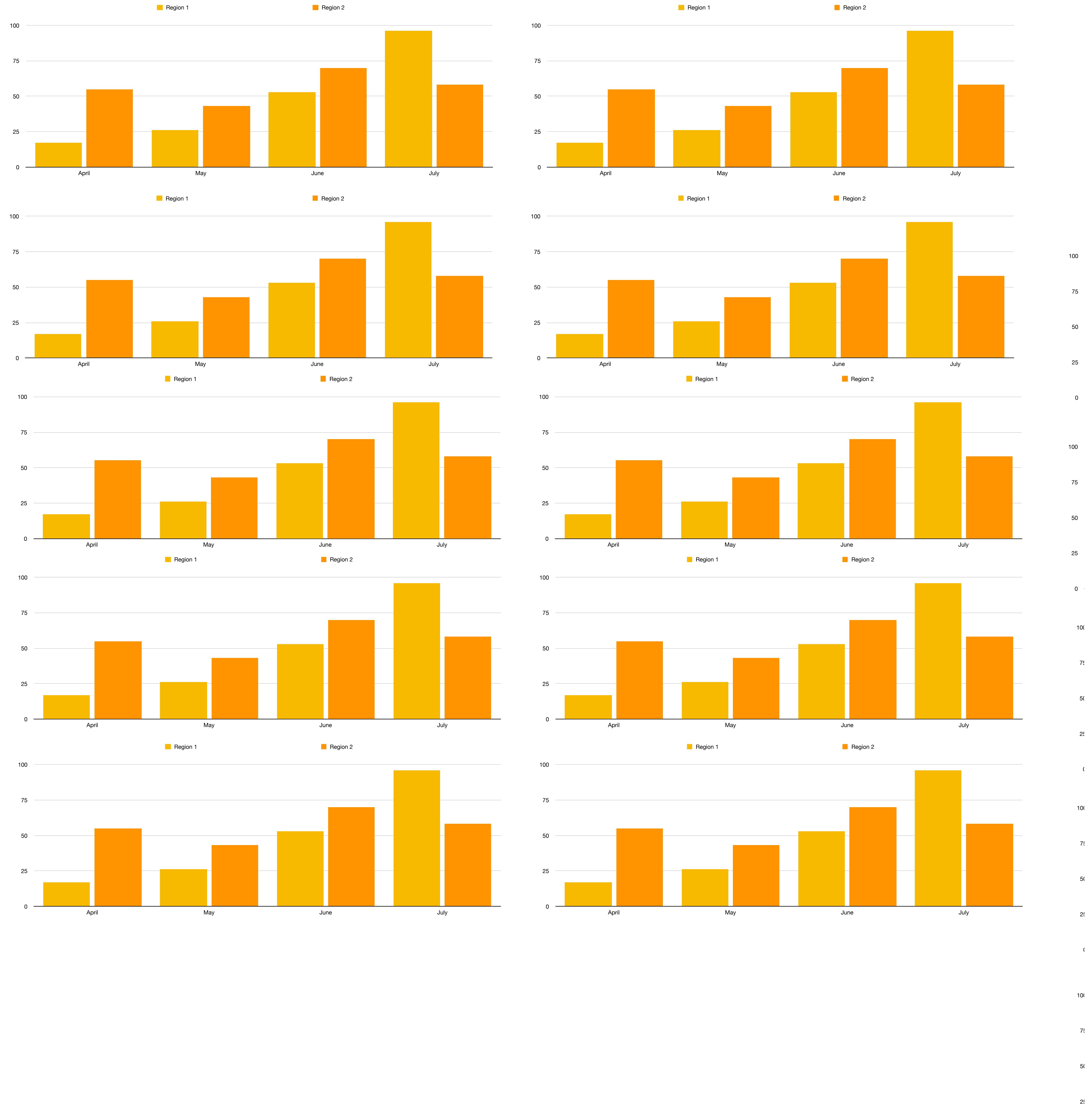




Table 1

	Level	Balance	EQ	Compression	Reverb	Overall	Level	Balance	EQ	Compression	Reverb	Overall	Level	Balance	EQ	Compression	Reverb	Overall	Level	Balance	EQ	Compression	Reverb	Overall
	random	random	random	random	random	random	baseline	baseline	baseline	baseline	baseline	baseline	CNN	CNN	CNN	CNN	CNN	human	human	human	human	human	human	human
Very Poor		114	101	74	148	143	42	63	48	71	55	46	53	52	62	54	27	29	28	31	32			
Poor		159	167	147	147	169	145	151	113	163	178	129	187	140	185	185	77	101	78	84	89			
Fair		108	119	164	81	86	166	141	202	142	133	173	124	184	130	159	165	131	184	158	149			
Good		52	46	53	49	38	73	77	68	59	65	85	59	63	49	37	130	133	114	124	125			
Very Good		17	17	12	25	14	24	18	19	15	19	17	27	11	24	15	51	56	46	53	55			



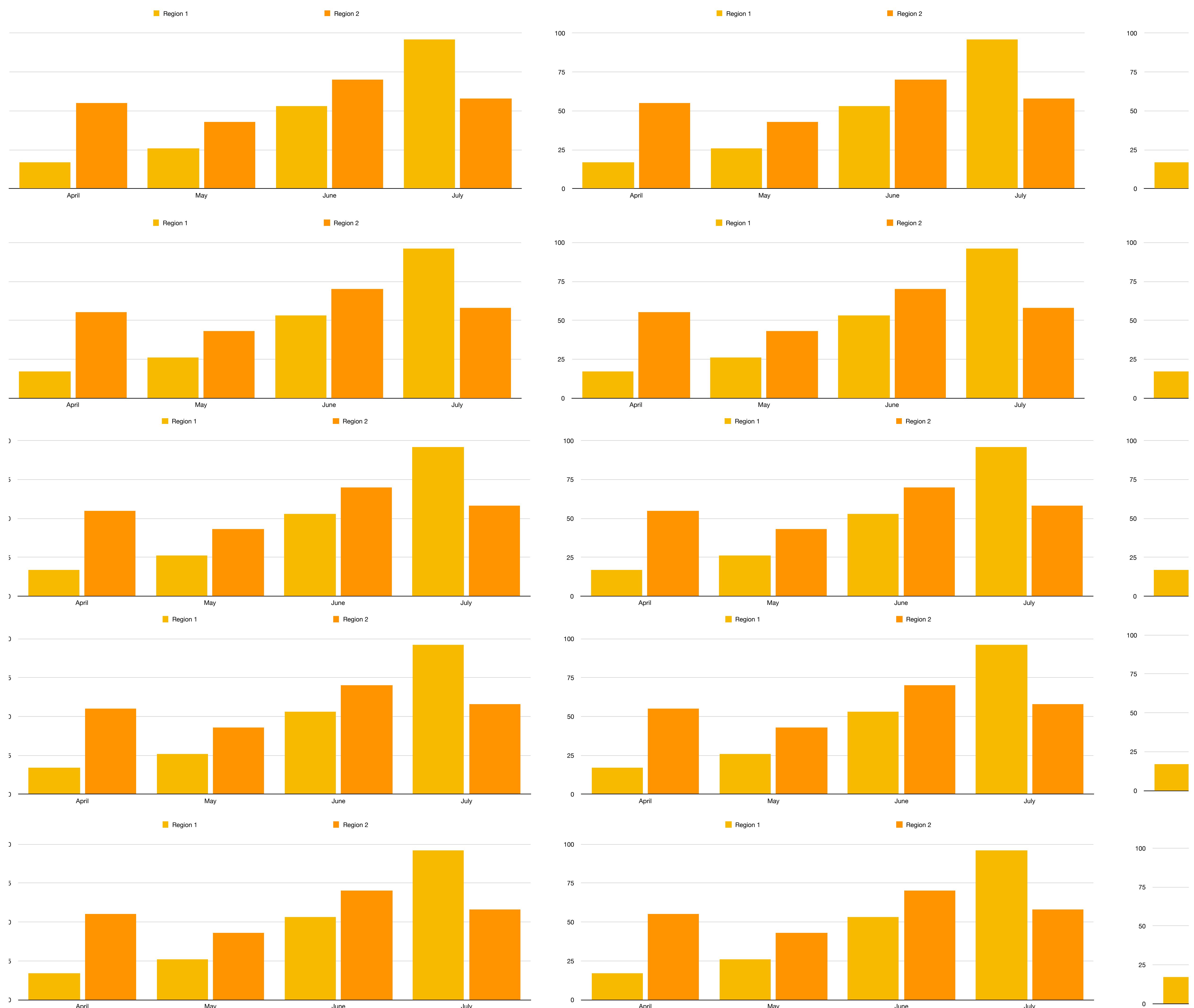
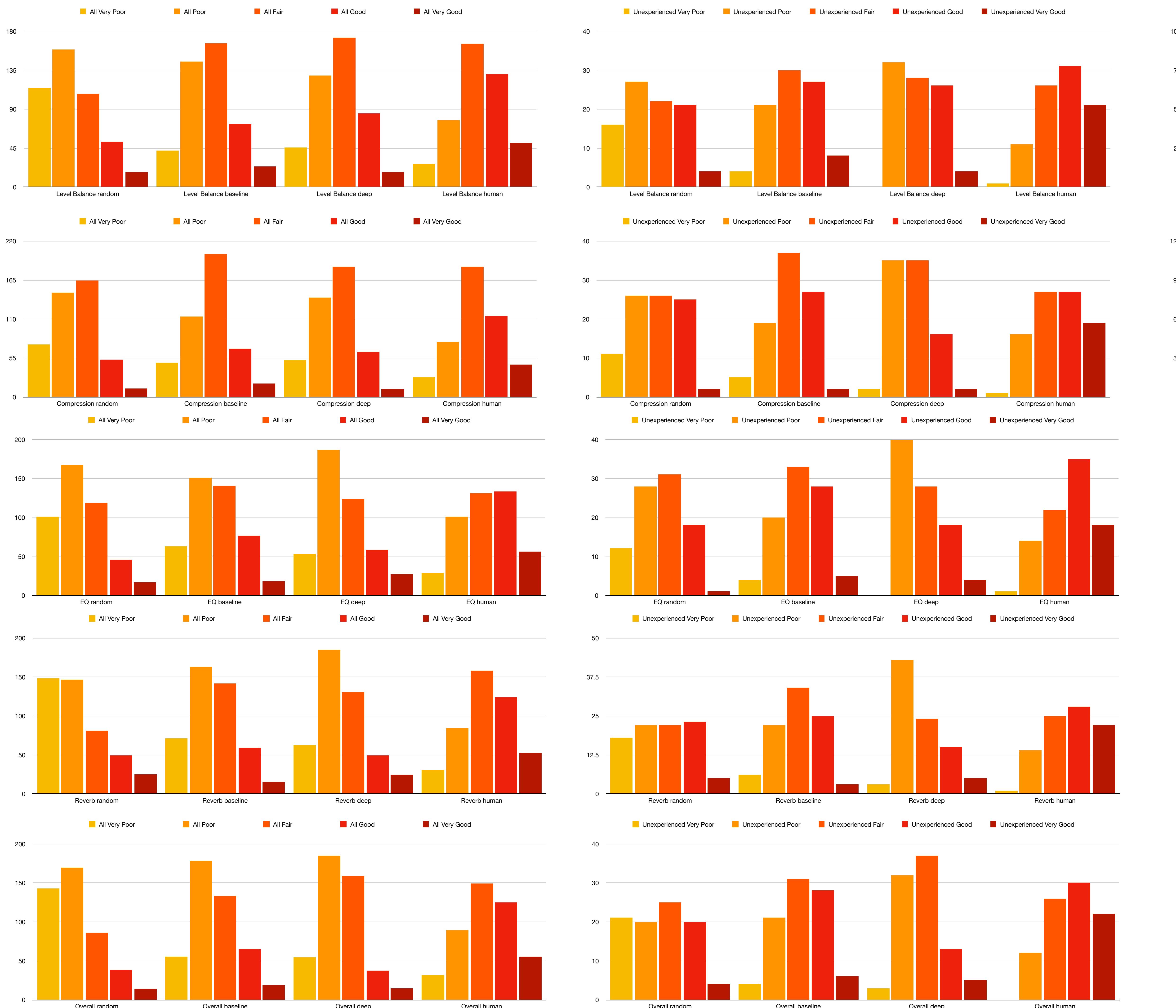
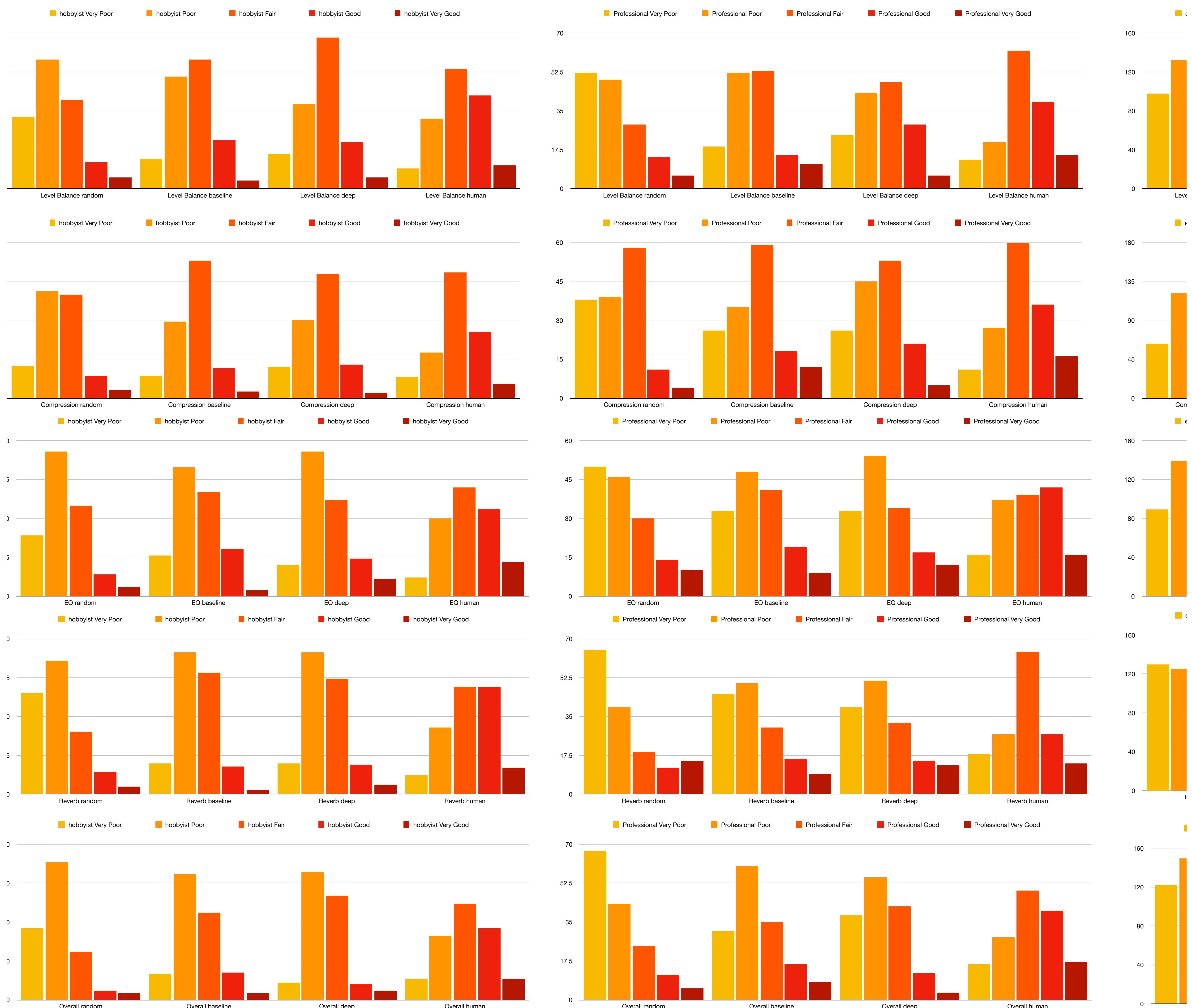


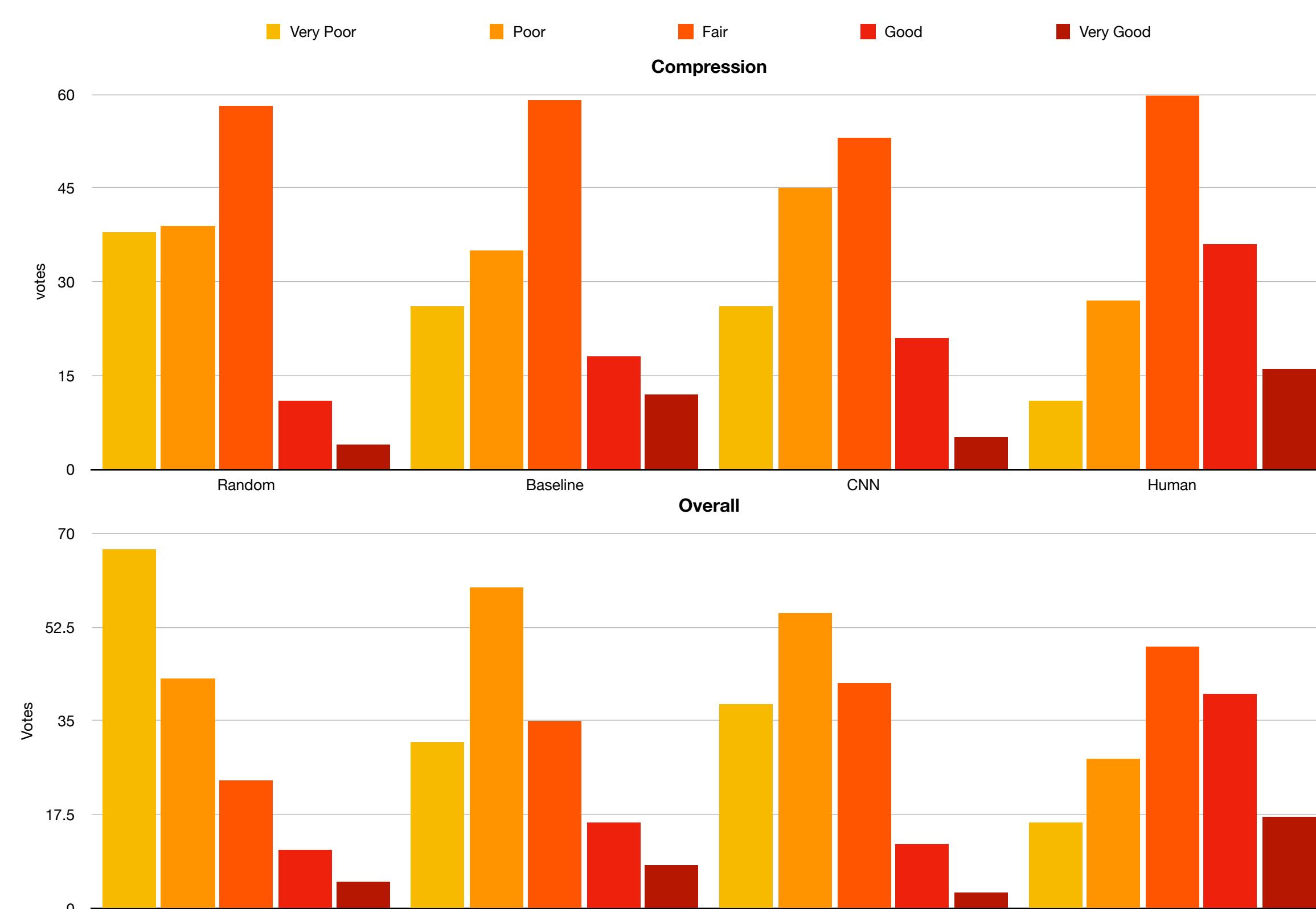


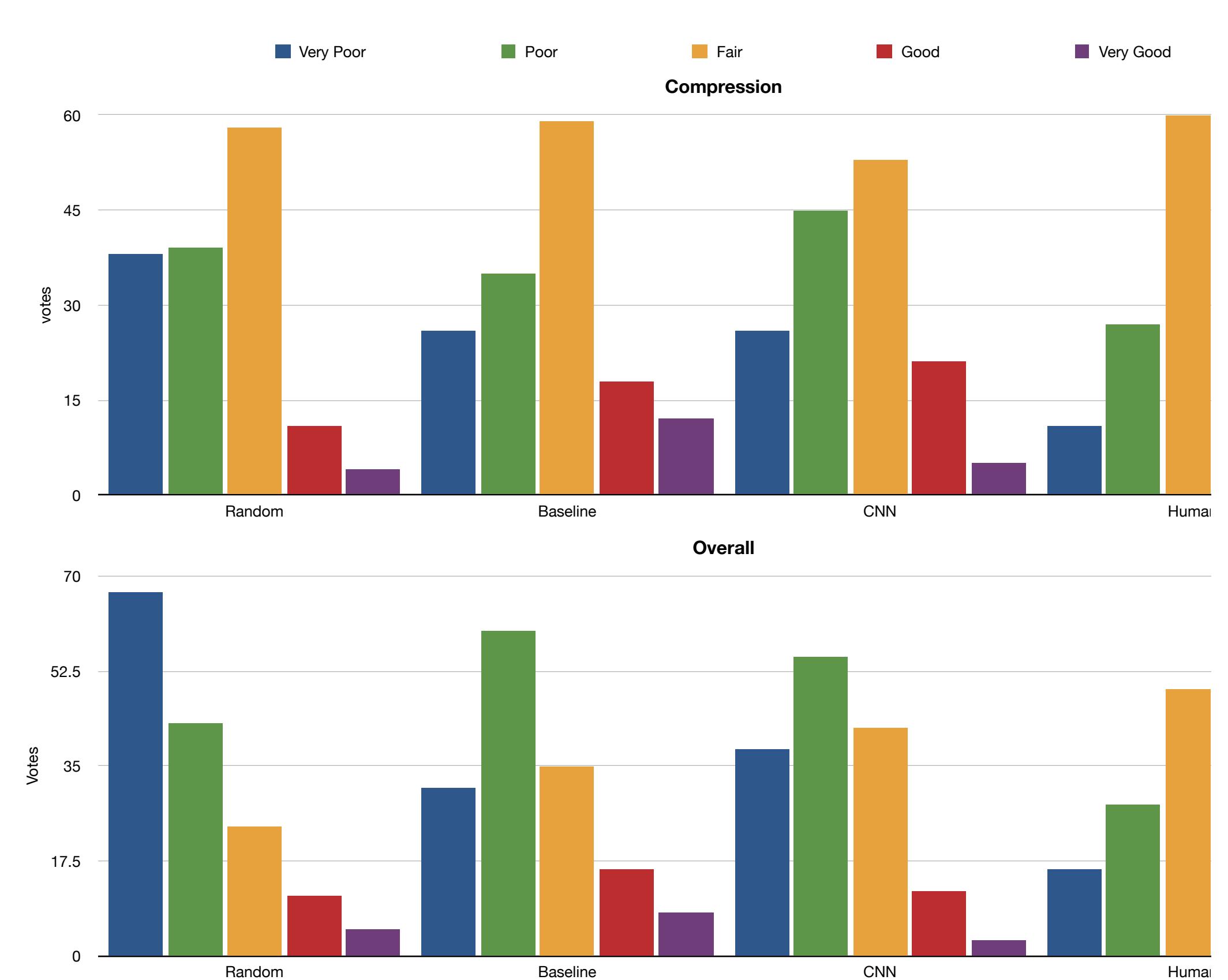
Table 1

		Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall
		random	random	random	random	Overall	baseline	baseline	baseline	baseline	Overall	deep	deep	deep	deep	Overall
Professional	Very Poor	52	50	38	65	67	19	33	26	45	31	24	33	26	39	38
Professional	Poor	49	46	39	39	43	52	48	35	50	60	43	54	45	51	55
Professional	Fair	29	30	56	19	24	53	41	59	30	35	48	34	53	32	42
Professional	Good	14	14	11	12	11	15	19	18	16	16	29	17	21	15	12
Professional	Very Good	6	10	4	15	5	11	9	12	9	8	6	12	5	13	3
hobbyist	Very Poor	46	39	25	65	55	19	26	17	20	20	22	20	24	20	13
hobbyist	Poor	83	93	82	86	106	72	83	59	91	97	54	93	60	91	98
hobbyist	Fair	57	58	80	40	37	83	67	106	78	67	97	62	96	74	80
hobbyist	Good	17	14	17	14	7	31	30	23	18	21	30	24	26	19	12
hobbyist	Very Good	7	6	6	5	5	5	4	5	3	5	7	11	4	6	7
Unexperienced	Very Poor	16	12	11	18	21	4	4	5	6	4	0	0	2	3	3
Unexperienced	Poor	27	28	26	22	20	21	20	19	22	21	32	40	35	43	32
Unexperienced	Fair	22	31	26	22	25	30	33	37	34	31	28	28	35	24	37
Unexperienced	Good	21	18	25	23	20	27	28	27	25	28	26	18	16	15	13
Unexperienced	Very Good	4	1	2	5	4	8	5	2	3	6	4	4	2	5	5
All	Very Poor	114	101	74	148	143	42	63	48	71	55	46	53	52	62	54
All	Poor	159	167	147	147	169	145	151	113	163	178	129	187	140	185	77
All	Fair	108	119	164	81	86	166	141	202	142	133	173	124	184	130	159
All	Good	52	46	53	49	38	73	77	68	59	65	85	59	63	49	37
All	Very Good	17	17	12	25	14	24	18	19	15	19	17	27	11	24	15
experienced	Very Poor	98	89	63	130	122	38	59	43	65	51	46	53	50	59	51
experienced	Poor	132	139	121	125	149	124	131	94	141	157	97	147	105	142	153
experienced	Fair	86	88	138	59	61	136	108	165	108	102	145	96	149	106	122
experienced	Good	31	28	28	26	18	46	49	41	34	37	59	41	47	34	24
experienced	Very Good	13	16	10	20	10	16	13	17	12	13	13	23	9	19	10









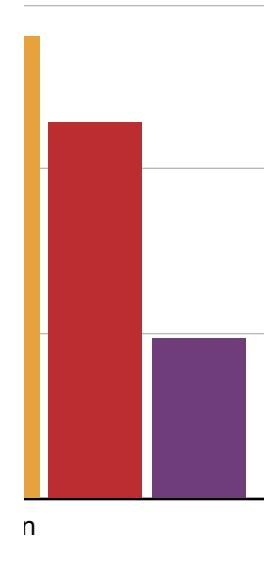
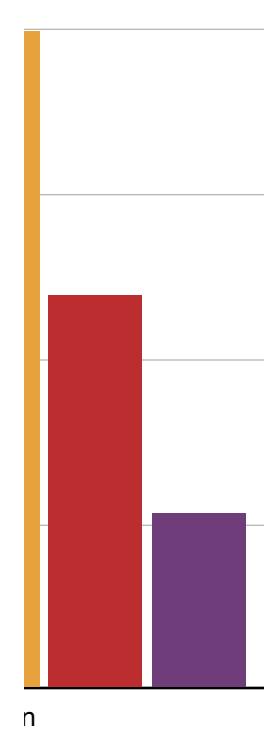


Table 1-1

		Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall
		random	random	random	random	random	baseline	baseline	baseline	baseline	baseline	deep	deep	deep	deep	deep	human	human	human	human	human
Professional	Very Poor	-52	-50	-38	-65	-67	-19	-33	-26	-45	-31	-24	-33	-26	-39	-38	-13	-16	-11	-18	-16
Professional	Poor	-49	-46	-39	-39	-43	-52	-48	-35	-50	-60	-43	-54	-45	-51	-55	-21	-37	-27	-27	-28
Professional	Fair	29	30	56	19	24	53	41	59	30	35	48	34	53	32	42	62	39	60	64	49
Professional	Good	14	14	11	12	11	15	19	18	16	16	29	17	21	15	12	39	42	36	27	40
Professional	Very Good	6	10	4	15	5	11	9	12	9	8	6	12	5	13	3	15	16	16	14	17
hobbyist	Very Poor	-46	-39	-25	-65	-55	-19	-26	-17	-20	-20	-22	-20	-24	-20	-13	-13	-12	-16	-12	-16
hobbyist	Poor	-83	-93	-82	-86	-106	-72	-83	-59	-91	-97	-54	-93	-60	-91	-98	-45	-50	-35	-43	-49
hobbyist	Fair	57	58	80	40	37	83	67	106	78	67	97	62	96	74	80	77	70	97	69	74
hobbyist	Good	17	14	17	14	7	31	30	23	18	21	30	24	26	19	12	60	56	51	69	55
hobbyist	Very Good	7	6	6	5	5	5	4	5	3	5	7	11	4	6	7	15	22	11	17	16
Unexperienced	Very Poor	-16	-12	-11	-18	-21	-4	-4	-5	-6	-4	0	0	-2	-3	-3	-1	-1	-1	0	
Unexperienced	Poor	-27	-28	-26	-22	-20	-21	-20	-19	-22	-21	-32	-40	-35	-43	-32	-11	-14	-16	-14	-12
Unexperienced	Fair	22	31	26	22	25	30	33	37	34	31	28	28	35	24	37	26	22	27	25	26
Unexperienced	Good	21	18	25	23	20	27	28	27	25	28	26	18	16	15	13	31	35	27	28	30
Unexperienced	Very Good	4	1	2	5	4	8	5	2	3	6	4	4	2	5	5	21	18	19	22	22
All	Very Poor	-114	-101	-74	-148	-143	-42	-63	-48	-71	-55	-46	-53	-52	-62	-54	-27	-29	-28	-31	-32
All	Poor	-159	-167	-147	-169	-145	-151	-113	-163	-178	-129	-187	-140	-185	-185	-77	-101	-78	-84	-89	
All	Fair	108	119	164	81	86	166	141	202	142	133	173	124	184	130	159	165	131	184	158	149
All	Good	52	46	53	49	38	73	77	68	59	65	85	59	63	49	37	130	133	114	124	125
All	Very Good	17	17	12	25	14	24	18	19	15	19	17	27	11	24	15	51	56	46	53	55
experienced	Very Poor	-98	-89	-63	-130	-122	-38	-59	-43	-65	-51	-46	-53	-50	-59	-51	-26	-28	-27	-30	-32
experienced	Poor	-132	-139	-121	-125	-149	-124	-131	-94	-141	-157	-97	-147	-105	-142	-153	-66	-87	-62	-70	-77
experienced	Fair	86	88	138	59	61	136	108	165	108	102	145	96	149	106	122	139	109	157	133	123
experienced	Good	31	28	28	26	18	46	49	41	34	37	59	41	47	34	24	99	98	87	96	95
experienced	Very Good	13	16	10	20	10	16	13	17	12	13	13	23	9	19	10	30	38	27	31	33

Table 1

		Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall	Level Balance	EQ	Compression	Reverb	Overall
		random	random	random	random	random	baseline	baseline	baseline	baseline	baseline	deep	deep	deep	deep	deep	human	human	human	human	human
Professional	Very Poor	52	50	38	65	67	19	33	26	45	31	24	33	26	39	38	13	16	11	18	16
Professional	Poor	49	46	39	39	43	52	48	35	50	60	43	54	45	51	55	21	37	27	27	28
Professional	Fair	29	30	58	19	24	53	41	59	30	35	48	34	53	32	42	62	39	60	64	49
Professional	Good	14	14	11	12	11	15	19	18	16	16	29	17	21	15	12	39	42	36	27	40
Professional	Very Good	6	10	4	15	5	11	9	12	9	8	6	12	5	13	3	15	16	16	14	17
hobbyist	Very Poor	46	39	25	65	55	19	26	17	20	20	22	20	24	20	13	13	12	16		
hobbyist	Poor	83	93	82	86	106	72	83	59	91	97	54	93	60	91	98	45	50	35	43	49
hobbyist	Fair	57	58	80	40	37	83	67	106	78	67	97	62	96	74	80	77	97	69	74	
hobbyist	Good	17	14	17	14	7	31	30	23	18	21	30	24	26	19	12	60	56	51	69	55
hobbyist	Very Good	7	6	6	5	5	5	4	5	3	5	7	11	4	6	7	15	22	11	17	16
Unexperienced	Very Poor	16	12	11	18	21	4	4	4	5	6	0	0	2	3	3	1	1	1	0	
Unexperienced	Poor	27	28	26	22	20	21	20	19	22	21	32	40	35	43	32	11	14	16	14	12
Unexperienced	Fair	22	31	26	22	25	30	33	37	34	31	28	28	35	24	37	26	22	27	25	26
Unexperienced	Good	21	18	25	23	20	27	28	27	25	28	26	18	16	15	13	31	35	27	28	30
Unexperienced	Very Good	4	1	2	5	4	8	5	2												

